

AMAZING SPECIAL ISSUE DEVOTED TO VITAL LIGHT

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CD32

SPECIAL

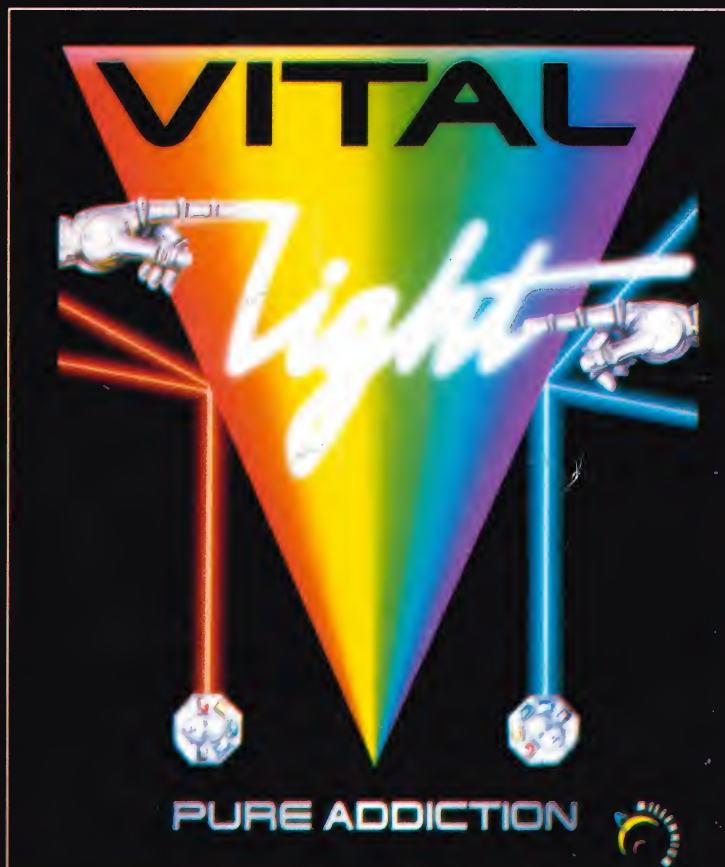
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INSIDE : LEVEL-BY-LEVEL GUIDE TO THIS STUNNING PUZZLER



h fate! Oh fate! Well, oh fart really! Yep, it's that time of the year again when yours truly has to sit down and bring you yet another in the great line of CD32 specials. No, I'm not talking of a mag in a policemen's uniform, pretending to be a fascist. No, sirree! I'm talking of an utterly brilliant mag, with a complete game on the cover. Oh yes, you heard right, a complete, 100%, whole game! Free! Well, other than the price of the magazine anyway.

Three months ago, *Quik*, the thunder rabbit, mounted the cover (oh-err!) and yours truly played the game to death so that you could gain from my (un)-fortunate experiences. So popular was the end result, that the powers that be have decided to keep to pretty much the same format this time around.

For anyone that missed the *Quik* special, the concept is simple. We stick a bonkingly great game on the cover, spend weeks on end figuring out how to play the said game and writing it down in an easy-to-use fashion and, then, all you have to do is pop down your local newsie and pick it up for next to nothing. You don't know you're born, do ya?

Getting the game *Quik* was quite a coup for the last CD32 special, but following up on such a great game was never gonna be easy. Thankfully a bit of phoning around, grovelling and handing over of large amounts of cash, has landed us a smashing sequel that continues our tradition for excellence. *Vital Light*, Millenium's masterpiece of puzzle gaming, was a mega-hit on nearly every format and now we bring you the complete guide on how to triumph in this exceptionally tricky game.

Before we go any further, we'd better say thanks to all those at Millenium that helped stick this together, especially Keith Smith, who put up with me phoning in a complete state of mental collapse more than once. I'd also like to thank my mum without whom none of this would have been possible - because I'd never have been born! Anyway, on with the show, pip, pip, toodle-do - see ya later!

□ Miles Guttery



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Mags? Ramron? Vital Light? What's it all about? All will be revealed when we take a trip with our local inter-galactic tour operator into the mysterious world of sprites.

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Don't go into this game unprepared. Instead take a trip to the controls page, where you'll find a full run down on what button does what and everything you need to know on how to play this awesome game.

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If the one player game proves too tough, get a friend and try out the two player game. Alternatively forget the Mags and take on a buddy in the fast and furious head-to-head challenge.

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For the wimps amongst you who haven't the skill, nor the patience, to battle your way through the whole game, the passwords for every round can be found on this page.

the story

You think it all ends the moment you turn the machine off, don't you? You think all those flashing lights, colourful sprites and animated super heroes just disappear into darkness? Ready to be recalled at any moment that you decide to turn the CD32 back on? Ready to be blasted across the screen in some gruesome blast-em-up, or thrown around the monitor in a ghastly race-em-up. Well you're wrong. They have a life too you know!

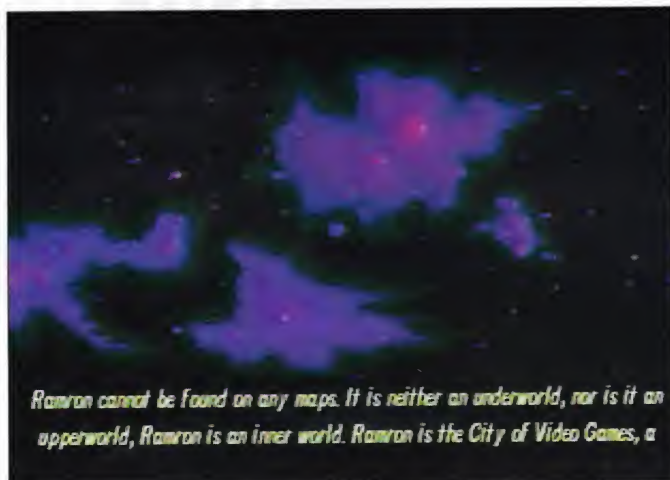
They have a home as well, and that home is Ramron, a thriving metropolis that exists inside every computer. Ever growing, Ramron is home to all the unwanted and disregarded sprites and characters from games gone past. Well, what the hell did you think happened to them! Hell, they had to retire somewhere.

Anyway, these poor, undesirable sprites go about living their lives in giant skyscrapers, whiling the hours away playing their own games. The Ramron favourite is the hugely challenging, electric paced, Vital Light. Only found in the home of the Vital Light sprites, it holds the secret to their enigmatic existence. There's one small snag to playing this awesome game though, if you fail to win you will be doomed to join the ranks of the vanquished stuck in the basement, never to see the light again. If you succeed, the Vital Light sprites will reveal all. It doesn't sound like much of a deal, but what the hell, give it a go!

about the game

Describes as one of the most 'frustratingly addictive' games ever, Vital Light is a game in the mould of Tetris. The basic idea of the game is simple, you've got a paint cannon, or, to give it its technical name, a Zeerom, that you move from side-to-side along a track, attempting to blast tons of falling blocks. These blocks come flying down from the top of the screen in rows of two, or more. Each block comes in one of five colours, red, green, yellow, blue, or grey and in two shades, light, or dark. Players have to turn all the blocks in a row to the same colour and same shade before they hit the protective barrier above the paint cannon. If they succeed the row of blocks will explode and the player is awarded points. If they fail and the blocks hit the barrier it'll be damaged. Too much damage, well nine hits to be exact and it'll explode and the game is up.

Finishing a level of Vital Light sounds simple enough, each time you blast a row of blocks the protective barrier will lower slightly. When it gets to a certain height above the paint cannon the level is over. Still sounds simple, eh? But, believe me, it ain't! The speed that the blocks fall, the sheer number of them and all sorts of sneaky, underhand tricks like bombs that blow up the track, and electric clouds that stun the cannon with lightening all make it a lot harder than you think.



the controls

A

s with all classic puzzle/strategy games the controls for Vital Light are easy to use, but plenty of skill and some deft finger control are needed if you're to survive long. Remember Tetris, simple concept, simple controls, but what a game and when those blocks started falling at speed, some nifty control was needed with the joypad. Vital Light is much the same.

Before we tell you some of the more cunning techniques and tricks that will help you succeed, we'd better get the basics out the way. First, moving the joypad left and right will move the paint cannon, or Zeerom, left and right along the track. Not much of a surprise there!

To change the colour of paint the cannon is firing, simply press the blue button and left, or right on the D-pad. Alternatively, press the left, or right flippers. Then, to fire, or squirt the chosen colour, simply press the red button.

During the game players will hopefully pick up some power-ups, to cycle through these press the yellow button and then to use the one you've selected, press the green button.

Well, there you have the rudiments to success, but one word of warning before we go on, when you're moving from left to right make sure you're not inadvertently pushing up as well (which is easily done with the CD32 joypad) as you'll accidentally fire and probably paint something the wrong colour.

LEFT FLIPPER : Rotate Zeerom left
RIGHT FLIPPER : Rotate Zeerom Right

**YELLOW
BUTTON :**
Cycle,
Power-up

**GREEN
BUTTON :**
Use
power-up

**BLUE
BUTTON :**
Advance
colour

**DIRECTIONAL
BUTTON (D-PAD)**
Use the blue button
and directional pad to
move Zeerom left or
right, or use the left
and right flippers

START BUTTON :
Start/Pause

RED BUTTON :
Fire Button

options

Vital Light offers the player several options before they start the game. One of these is the choice of one, or two players. If we're being truthful about it, it's very unlikely anyone can finish this as a one player game, even with our exclusive tips and cheats. The game has been designed primarily as a two player shindig and you'll notice as you get into the really tricky levels, blocks are arriving on both side of the screen at exactly the same time. Obviously it's near enough impossible to destroy them when playing on your own (unless you've got the speed and reflexes of Superman - which I doubt you have), but with two players it's a lot easier. When playing in two player mode, each player has a paint cannon and they can move about the screen as usual, except for one small problem. The paint cannons can't cross over, so players are theoretically stuck to one side, or the other. This is the best way to play anyway, and with some good co-operation and teamwork, players should be able to make light work of the whole affair.

Connecting with the Mags is another option players get before each round of levels. The Mags, or Machine Activated Guardians, are the bunch of dudes perched above where you're playing, chucking the bricks down. There's five of these guy's, each controlling fifteen levels of the game. To win you have to be able to soak up everything they can hurl at you.



about the game

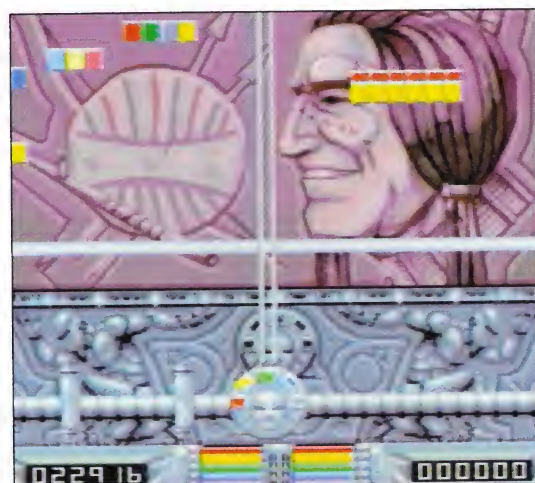
Vital Light is split up into 14 rounds, with each round consisting of about 5-8 levels. In this CD32 Gamer Tips special we aim to give you the inside gen on how to complete the first 10 rounds, with some advanced playing techniques to help you through the last 4. We've teamed up with the maestros behind this classic, Millenium and together we've come up with one of the most comprehensive games guides ever compiled (well, since the last one anyway!).

Except for at the end of a round, each level follows on pretty closely after the other. There's no time for a breather, just a second to try and collect your thoughts and then it's straight back into the action.

Vital Light is a game that never slows up, the action comes thick and fast and if you don't know what you're doing, you've had it. This ain't one of those games you can just pick up and finish in a matter of hours, nope, this is one tough game and only by knowing all there is to know, will you be able to survive and find out the secret of the Vital Light sprites.

Over the next few pages there's a round-by-round guide that'll give you the best chance you're gonna get of finishing this compelling puzzle game. Each round will be picked to pieces by our resident gaming guru and broken down into tiny detailed fragments outlining the key things to look out for, the 'main events', any obstacles, or bonuses and, above all, how to stay ALIVE!

Before we get into the game itself though, here's a quick look around a typical level and the key things to keep your eyes on and the things to look out for.



KEY

1 - Level indicator	5 - Zeerom
2 - Shot counter	6 - Falling bricks
3 - Hit counter	
4 - The Spuch Brothers	



bri cks

D

vious is the Mags middle name, so it's no surprise to find they've come up with some pretty cunning types of brick to stop you on your quest. Here's what you can expect:

.....

TWO-TONE bricks

You can only change the colour of the base part of the brick so the bottom part has to be changed to match the top part. Common in the early and middle rounds.



KALEIDOSCOPE bricks

The colours in this type of brick are constantly changing from left to right. Players have to hit the changing bit, so some sharp shooting is needed. Common in middle and late rounds.



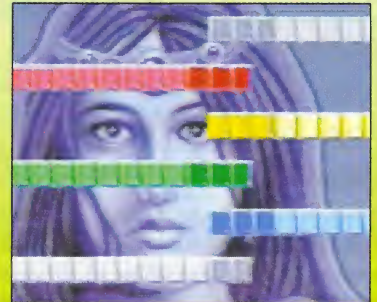
MIRROR bricks

These bricks have two sides that are constantly changing. Hitting the mirror side will make Zeeroms ray weaker. To destroy these, the regular side has to be changed to the same colour as the mirror side. Common in the later rounds.



REGULAR bricks

The colour of these bricks remain the same and any blocks, or rows, can be destroyed easily enough. Common throughout the game, but especially in the early rounds.



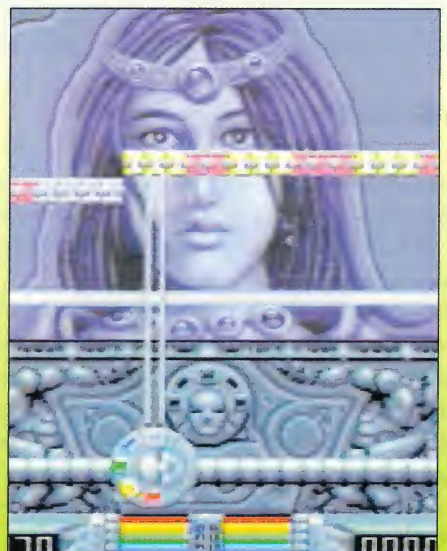
Traffic Light Bricks: These bricks have different coloured circles in the middle. They can be destroyed by changing the colour of the 'traffic light' to match the colour of the rest of the brick, or vice versa. Common in the middle and late rounds.



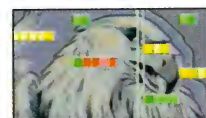
TRAFFIC LIGHT bricks

CONNECTING bricks

If these bricks connect with another brick as it falls down, it will make one block and they'll all have to be the same colour to be destroyed. Common in the later rounds.



bubo world



Bubo is a bit of a wuss and this round of levels proves it. It's nothing more than a gentle welcome to the game, a nice introduction to how to play the game and what the game is about. With blocks falling in twos and in nice rows of pretty colours, the first couple of levels seek only to teach you how to use the paint cannon. Use this practice time well, get accustomed to how the controls feel and how they work, because things don't stay quiet for long.

After the first two levels, things heaten up with bigger blocks falling and in all sorts of different colours and shades. Up until now, all the rows of blocks have been the same colour, but different shades. This simply means painting the blocks the same shade as each other, but now, they're in two or more colours which means you have to decide which colour it will be quickest to colour and then get all the shades the same. If say, a row of five blocks is falling, two of which are red and three yellow, it's obviously gonna be quicker to paint it yellow.

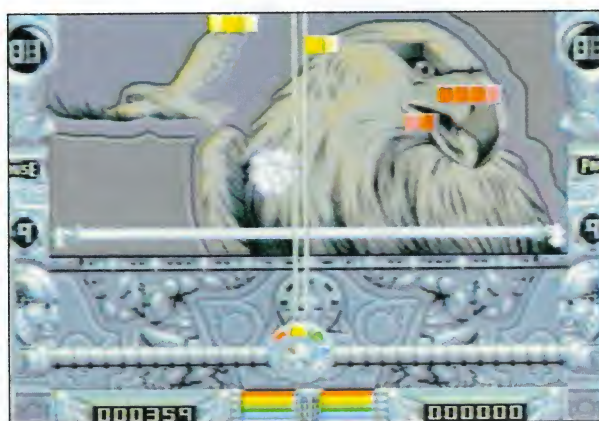
A quick word of advice about the shades. As we've already mentioned there's two of 'em, light and dark. When you change a colour, say from blue to grey, it will stay the same shade as it was before. So if you hit a dark red block with yellow, it'll become dark yellow. Get it?

To help you understand here's a quick example, if you've got a row of two light grey and one dark blue blocks, then you have to hit the dark blue square with grey paint once to turn it dark grey and then again to turn it light grey. You see, it's simple really!

LEVEL 1 →

As I've already said this is a piece of Ramron cake. Bubo starts things of nice and easy with a few rows of blocks of each colour. All the rows are in the same colour, all you have to do is change the shades so that they match. None of the rows are bigger than four, so there shouldn't be any problems here. If there are, give up now, as things are gonna get a lot tougher than this!

LEVEL 2 →



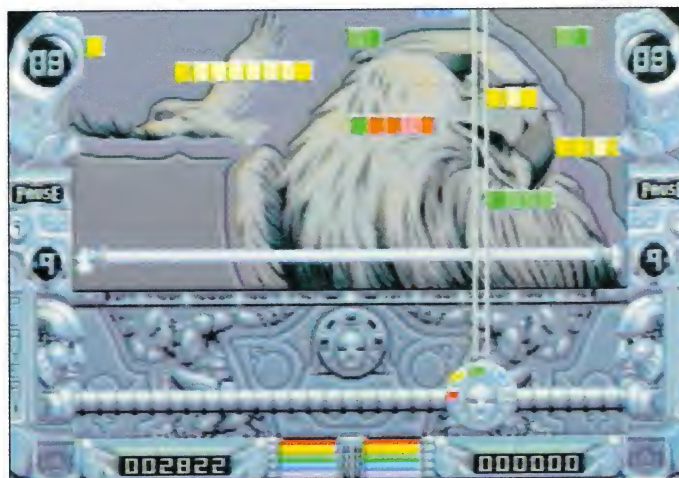
First thing you'll notice are the two walls that appear on the track at the beginning of the level. This may be the first time you've seen them, but it won't be the last as they continually pop-up throughout the game. To destroy them simply smash into them several times. You can do this by either just moving sideways into them, or using the Spuch Brothers.

As for the level itself, it's pretty much the same as the first one, except for the rows of blocks are more spread out across the screen. As a result you'll have to be quicker moving about, but even still, there should be few problems. Use this time learning how to get across the screen quickly, particularly with the help of the Spuch Brothers.

LEVEL 3 →

As soon as the level starts you'll notice the power-up flying across the screen. Collect this by shooting it with Zeerom. You should then see it in the bottom left hand corner of the screen. You can now use this whenever you feel the time is right. (see page opposite)

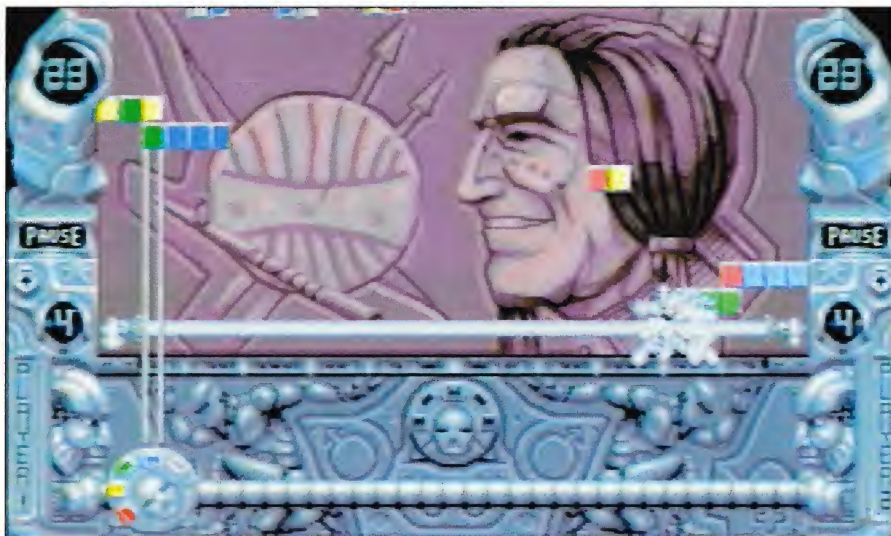
Things appear to be heating up this level and you'll notice there's a lot more blocks on the screen. Don't be intimidated though and you should have no problem. Just start from one side, working your way across picking them off as you get to them. However, there's a couple of things to note on this level. First is the appearance of multi-coloured rows of blocks, second is the speed of some of the blocks. On this level the speed of the blocks changes for the first time. Up until now they've all been the same speed, but watch out for the two red blocks on the far hand side. they appear as the level is nearing completion and come down at quite a pace.



bu bo



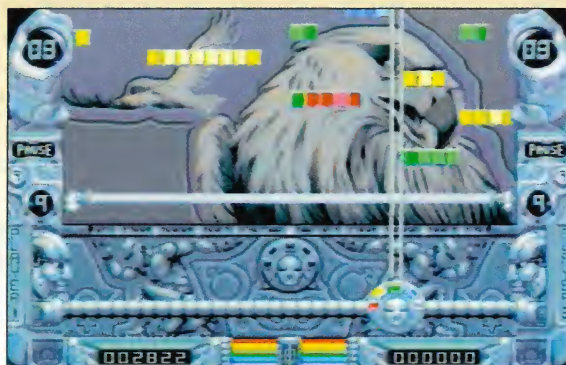
My god! look at those eyes. He looks like he's on drugs. I suppose, with all those bricks around, it must be pretty hard not to get 'stoned'. Back to biz though, Bubo is a soft kind of bloke and his levels prove it. With a little bit of practice players should be able to breeze through them without too much trouble.



things to watch out for



As early as level one, the Mags try their favourite trick. Hurl bricks down the sides of the screen where they are partly obscured by the borders. I told you they were insaky!



Only three levels into the game and the bricks are starting to rain down like there's no tomorrow. Start on one side and move across the screen, picking the bricks of as you go.

BONUSES and NASTY SURPRISES



Zeerom feels like he's bashing his head against a brick wall. Actually, it's more of a glass wall, but, hey, who cares! These can be taken out easily enough by knocking into them a few times, although it can be quite time consuming.



This strange ghost like apparition is, in fact, a power-up. This one is a 'stop brick' and comes in handy in later levels when the tidal wave of bricks is too much to handle.

bubo world

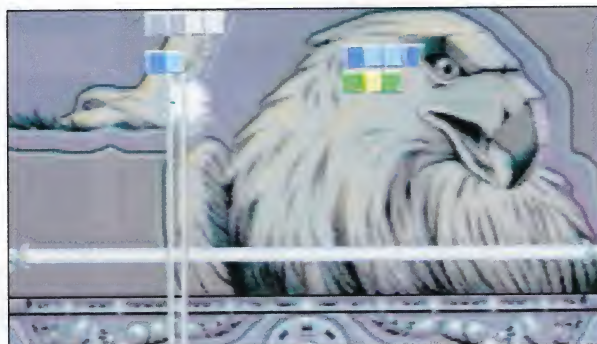


These early rounds really are easy. Still can't complain, things are gonna change for the worse all too soon. Use these early rounds to collect as many power-ups as possible. You shouldn't need them yet, but they come in useful during later levels and it doesn't do much harm to arm up now. It's also a good idea to use these early rounds as a practice session. Try out tricks like using the Spuch brothers and full cannon rotation. There's not much need for these tactics at the moment, but come the later levels and you'll be glad you practiced them.

LEVEL 4 →

Just after the start another, flying power-up can be picked up. When you've got two or more power-ups stored in the bottom left hand corner, toggle through them using the yellow button before selecting one to use.

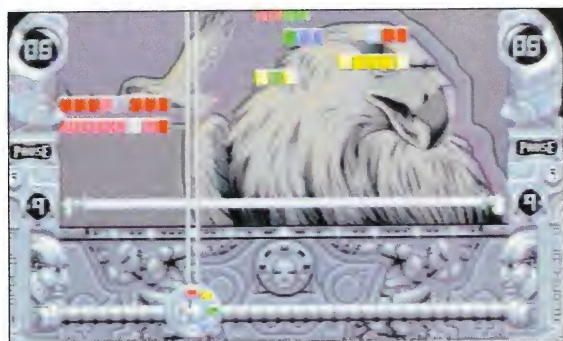
This level poses few problems and you can calmly pick off the blocks as they appear. The thing to watch though, is the corners. It's an old Mag trick to send bricks flying down the edges of the screen so that they're half obscured. As a result, they can be tricky to see, so keeping watching and don't let anything slip by!



LEVEL 5 →

Yet another power-up, you should have quite a collection soon. Level five sees the blocks getting noticeably larger, with several rows of six and eight bricks coming down. Don't be put off, remember, they still only count as one hit. The trick to these is to decide which colour you're gonna change the thing too and then start on one side and work your way across, blasting away with Zeerom as you go.

Watch the clutch of red blocks that come flying down the right hand side at the end of the level. Red should be the only colour you need, so just fire away and watch 'em fry.



The only thing you have to be careful of, are the big blocks. These can take a bit of time to destroy, but as in the last level, just start on one side, working your way across, and the bricks will soon be reduced to rubble.

LEVEL 6 →

A good time to practice using the Spuch Brothers. The blocks rain down from left to right on this one, so move along picking them off and then use Spuch to get you quickly back to the left hand side and start all over again. No problem!

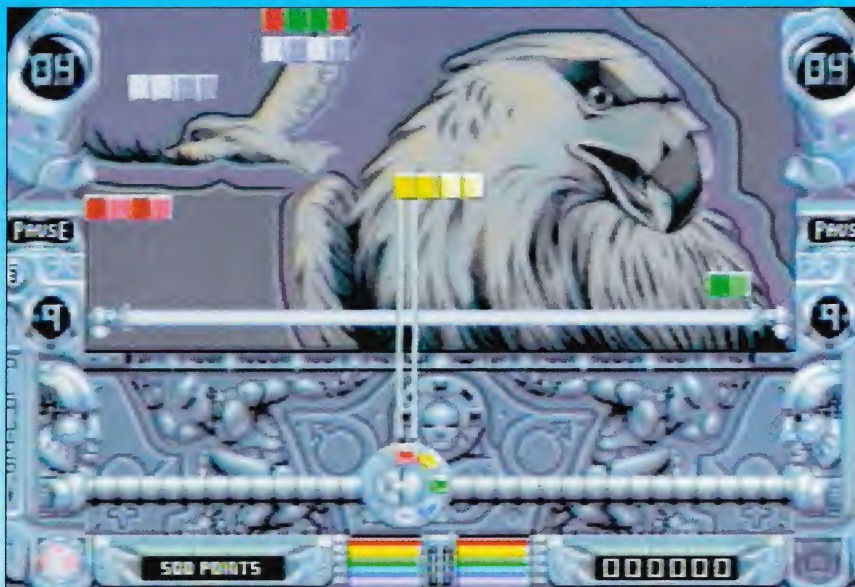


LEVEL 7 →

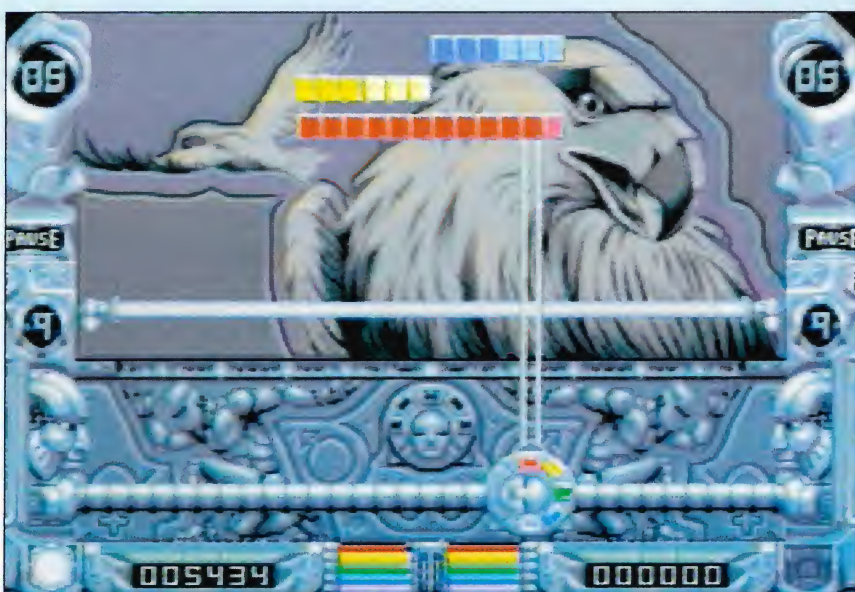


Tricky this one, maybe Bubo's not such a puff after all? Just when you think this game is too easy, a spanner's thrown into the works and if you're not careful you can come a cropper. The spanner in question is six, or seven walls that appear, blocking you in on the left hand side. You have to destroy them quickly, so get on with it! If you want, the 'power' power-up that you should have in your arsenal of boosts, will make light work of the walls, so now is a good time to try it out. Also, I've heard of the thin red line, but 24 blocks all in a row is taking the micky. Still, a few blasts of red from Zeerom soon sees it off. Round One complete!

things to watch out for



Some quality co-ordination is needed on level 6 when the bricks start falling like this. Make sure you're positioned on the left hand side and quickly make your way right, blasting them there bricks as you go!



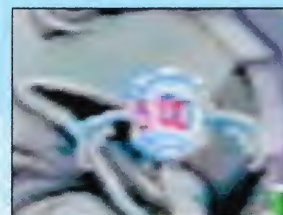
The first encounter with a long row of bricks. Don't be intimidated by it, after all, the bigger they are, the harder they fall, let's just hope it's not right on top of Zeerom's head!

As you can see, the bricks are no longer falling in nice tight clumps, but spread out across the whole screen. Fortunately, they're still falling slowly, so you shouldn't have much trouble sorting things out. However, in the later levels, they'll be falling thick and fast, so you have to learn to get about quickly. This is why the Spuch brothers are around. Start practising using them now, it'll be worth it!

BONUSES and NASTY SURPRISES



Go, go, go! With this power-up they'll be no stopping you. It turns all the bricks to green, so you have no trouble destroying them.



There's a joker in the pack, but with this one you'll not be put off. When activated, this power-up lets you blow up five bricks with one shot.



Believe it, or not, but the picture on that winged power-up is a fist and it means extra power for Zeerom. Yippee!

bubo world

Round 2

Password - 72131

W

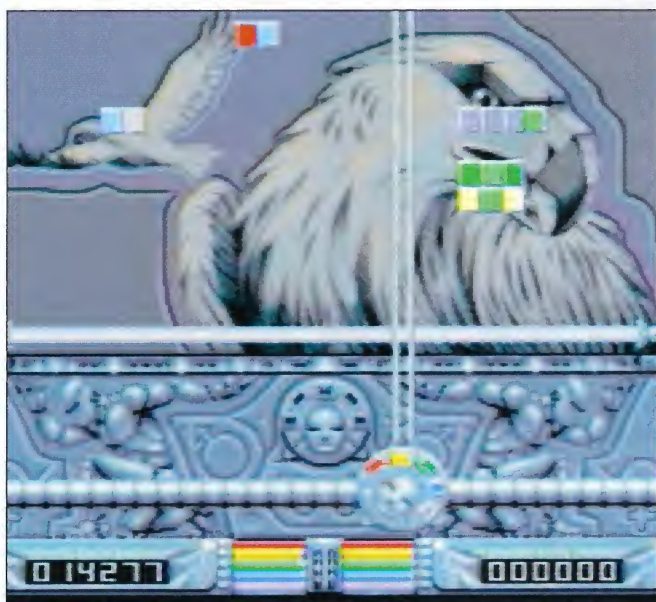
ell Bubo continues to try and beat us, but his softly, softly approach doesn't make things too hard. There's not much to this level that we haven't already seen in the last one, but there's a few new surprises to keep you and Zeerom on your toes.

The most important thing on this level is to try and collect as many power-ups as you can, over the next rounds you're gonna need all the help you can get. Items like the 'stop clock' and 'speed' are well worth picking up and provide some valuable help when you're in a tight spot.

LEVEL 8 →

Oh err, a bit of a doddle even by Bubo's standard. There's some long rows of blocks, but nothing too hard and a workmanlike approach, steady and sure, should see you through safely. There's a 'stop brick' power-up that is handy to collect and also watch out for the wall that appears near the beginning. Still, easy peasy, NEXT!

LEVEL 9 →

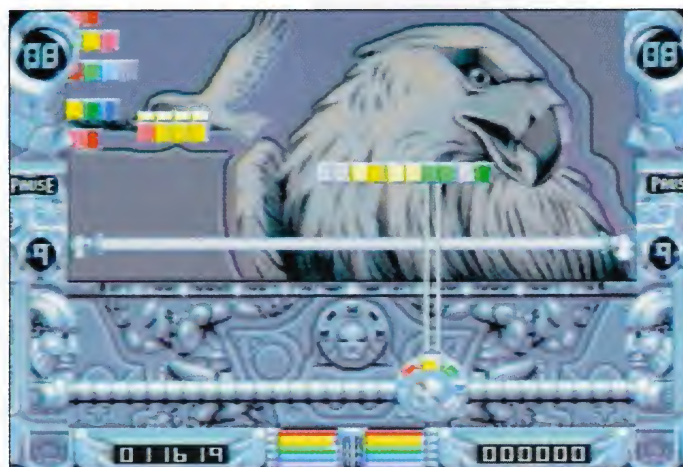


LEVEL 10 →

A red and grey level this one. Virtually all the blocks are red and grey, so you have to be careful on this level not to run out of paint. If you use too much of the same colour you'll end up with none left and this can be disastrous. Try and change between using red and grey as often as possible, even if it's gonna take you longer to destroy something, so that you make sure you don't run out. Also keep an eye out for the power-up, keep collecting 'em.

As with level 9, there's also several blocks that try to sneak down the right hand side of the screen whilst your busy destroying some other blocks on the left. Keep a look out and when you see them, get rid of 'em quick. They go quite fast, so you have to make them your number one priority.

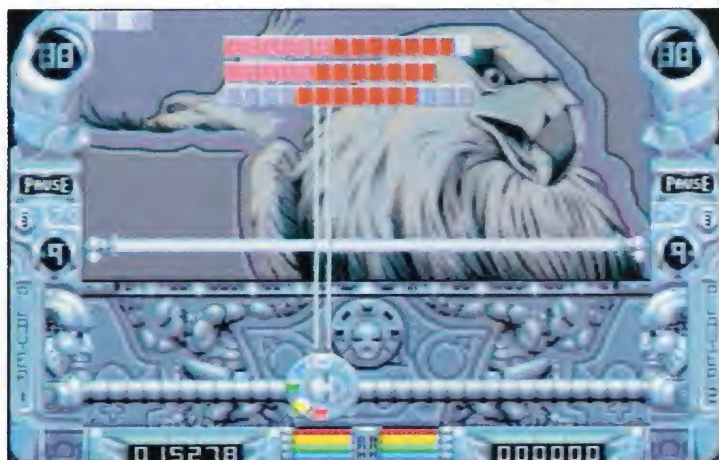
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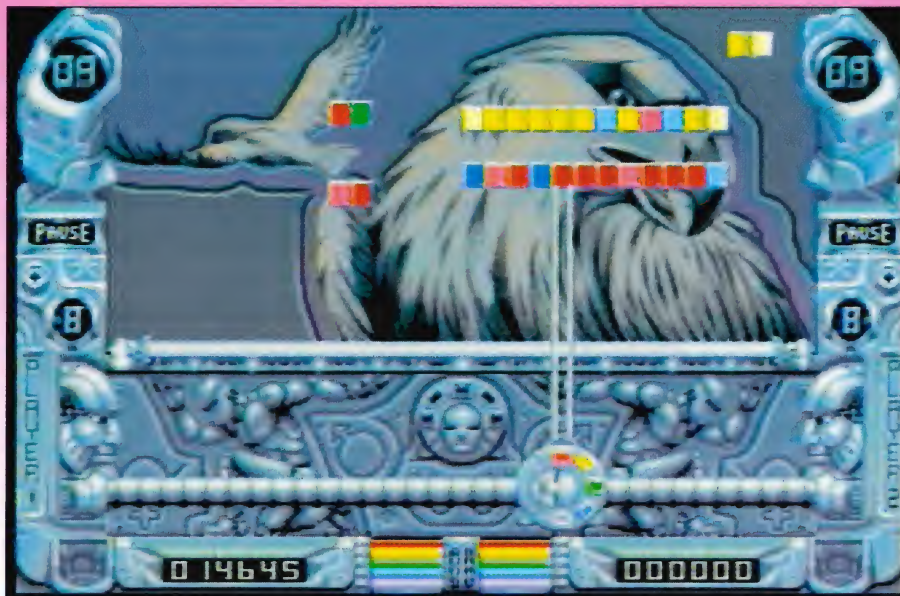
Nowt much to this one either. The only thing that you have to be careful of is not noticing some of the bricks. They can appear half hidden right on the edge of the screen, so keep an extra vigil eye on both sides and make sure none sneak through.

The Spuch Brothers come in extremely useful on this level. With the majority of blocks appearing on the edges of the screen, players will have to dart from one side to the other quite frequently. The fastest way to do this is to get the Spuch Brothers to blow you across.

Level 9 is the first time we come across the two tone bricks. These can cause no end of trouble if you start shooting them before they're fully on the screen. As they come in two layers, it is easy to accidentally start colouring a row of bricks one colour and then realise, they should be another. Just be patient and wait until you can see the bricks completely before you start firing.



things to watch out for



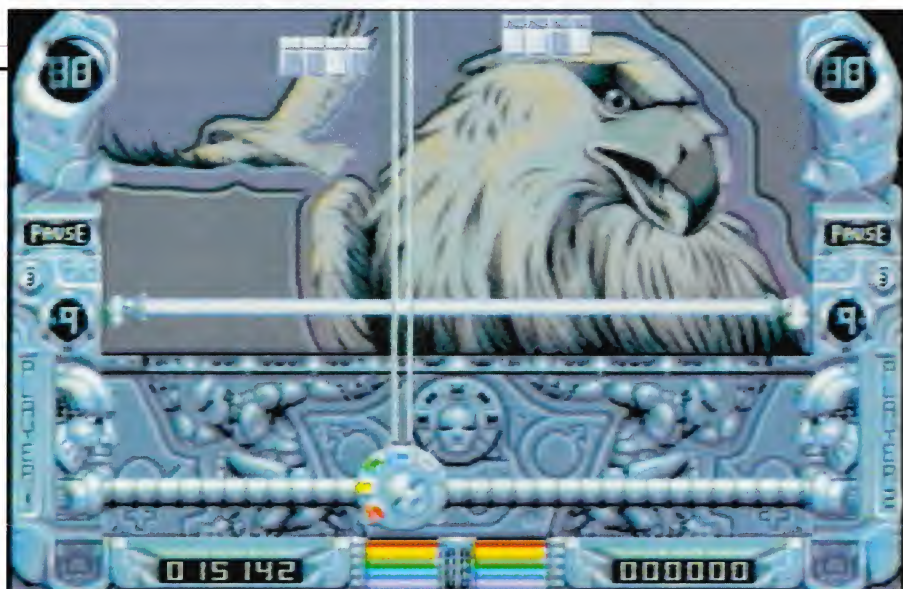
This is one of Bubo's favourite tricks. He'll occupy you with a long row of bricks and then, in an attempt to confuse, send down some smaller ones on the outside.

At time like this you have to prioritise the bricks and go for the ones you feel are the most dangerous.

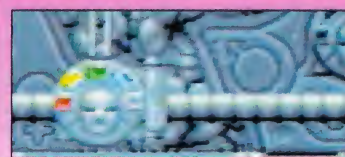
Whatever you do, remember that no matter how big a row is, it still only counts as one hit.

(Below left)

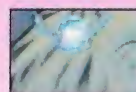
The two toners make their first appearance, you'd better get used to them as well, from now on you'll be seeing a lot of them. Basically, the idea is to make the top and bottom half the same colour so that you can destroy them. These two shouldn't be too much trouble, but they'll get harder.



BONUSES and NASTY SURPRISES



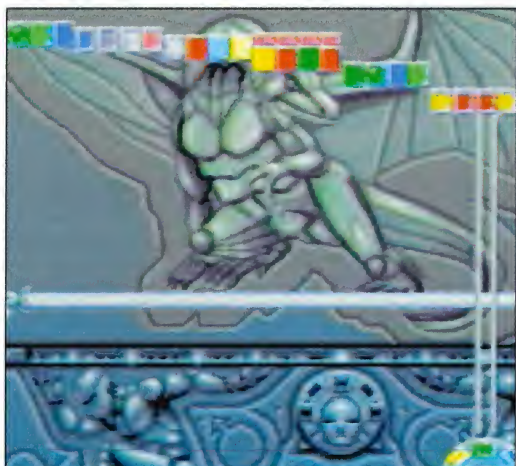
On this level, it's worth using a power-up, as it'll make light work of these pesky things, saving time.



The ultimate power-up, destroyer. Not surprisingly, they're hard to come by, but these things blow everything on screen to bits!



Well, to tell you the truth I can't make out which one this is, still it's bound to be good!



bubo world



At last things are starting to get interesting. Up until now we've all had it easy, but Bubo has had enough of playing Mr nice guy and things are gonna get decidedly tougher from here. One of the first things you'll probably notice about these levels are the speed of the bricks. For the duration of the first ten levels, they've fallen down like they were carrying parachutes, but not anymore. They're getting faster and faster and you really have to be quick with the paint if you want to stay ahead.

Another noteworthy point about these levels is the way the bricks are spread out. By and large, up until now, the bricks have fallen in large clumps. This makes it easy to shoot them outta the sky as you don't have far to go between targets. Not anymore, though! Now, they come at you from all over the place and you're gonna have to get Zeerom from A to B pretty sharpish.

LEVEL 11 →

What is it about red? Whatever it is, the programmers seem to love it and this level is yet another dominated by red blocks. Again, try to alternate the colours you're firing, even if it's at the cost of speed, so that you don't run out paint.

For the first time in the game, players are gonna have to be quick on the draw, or paint, or fire, oh hell, whatever it is. Half way throughout the level, a string of blocks fall in the middle of the screen at quite a speed. Yellow paint will destroy most of them, so make sure you're prepared and blast at will.



LEVEL 12 →



This level may not look too intimidating on the surface of things, but it's one of the hardest levels yet. Okay, so there's no big rows of blocks, but that's what makes it hard. Instead there's tons of little two-blockers that can be a real pain. Quick movement across the screen with Zeerom and some rapid firing are needed to get through this level.

Level 12 also introduces us to more two tone bricks. Basically, there's a top and a bottom to these. The top half can't be changed as you can't hit it, so the bottom half has to be made to match it. So, if the top half is dark blue and the bottom light red, all the bottom squares have to be changed to dark blue. These can take time and you haven't really got it, so practice and practice so you get faster.

LEVEL 13 →

Two tone is the order of the day and it's important to get a whole look at what you are shooting, or painting before you fire. If you don't, you can end up painting something the wrong colour. For instance, when the level starts a row of red blocks starts falling from the top of the screen, now it might be tempting to immediately start changing the colours so that it'll be destroyed. But WAIT!

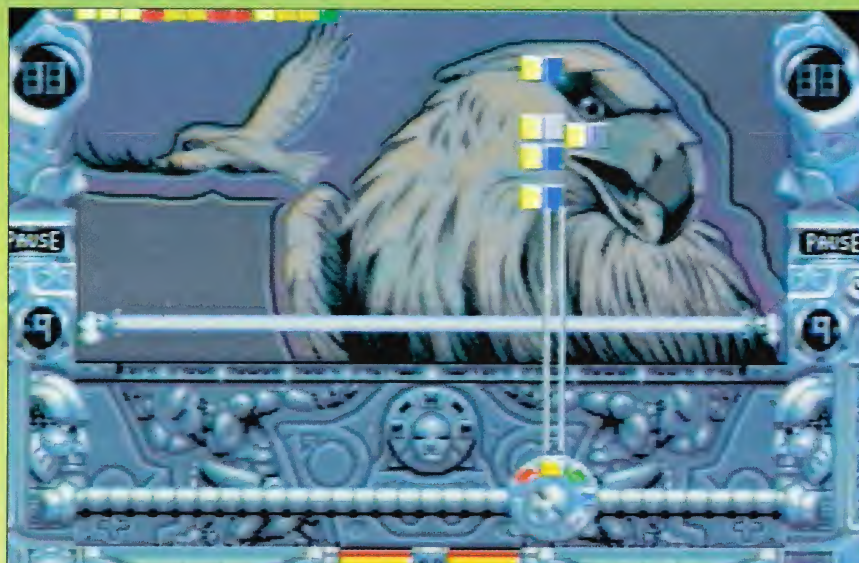
when the whole row comes into view, you'll actually see it's a two tone row and you actually need to paint it yellow.

Apart from the two tone problem, Bubo seems to be lacking in inspiration and there's not really much else that'll cause any trouble on this level.

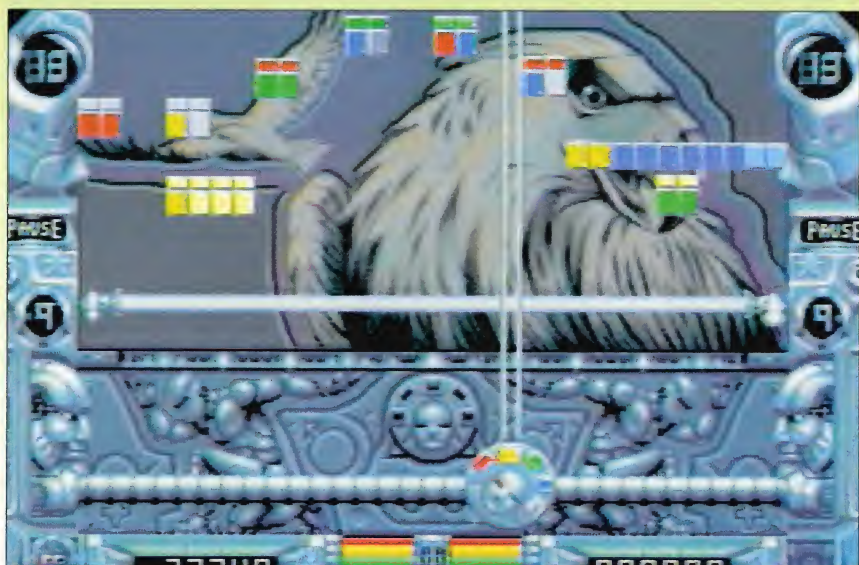


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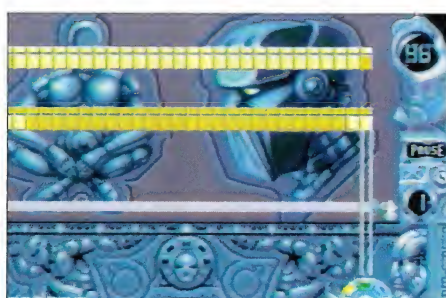
things to watch out for



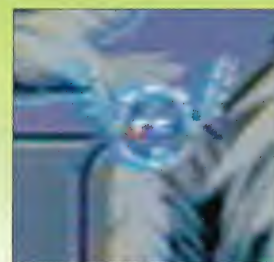
These fast, two blockers come flying down at a terrifying speed. Change Zeerom to fire blue, or yellow and blast away as quick as you can. Watch the top left hand corner though, looks like Bubo has something planned.



Two-toners rule the day. If you're gonna take all this lot out before they hit your protective shield, you're gonna have to get a move on. Careful aiming and good positioning will also help.

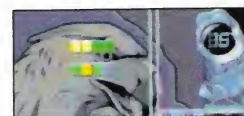


BONUSES and NASTY SURPRISES



I know it looks more like something out of the Addams Family, but it's actually another 'stop brick' power-up.

bubo world

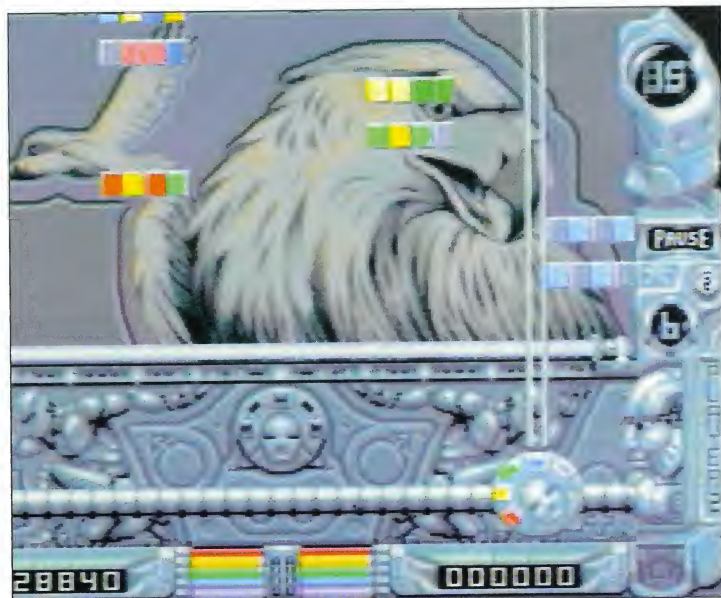
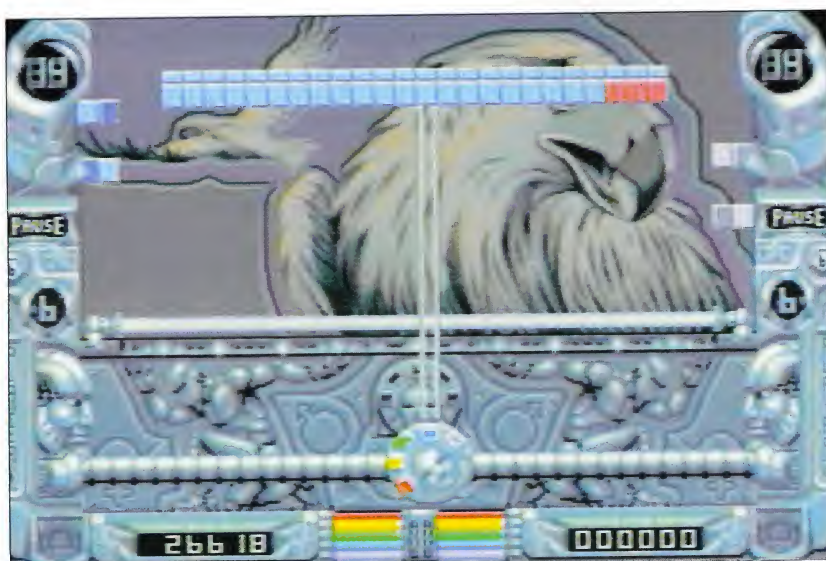


The last of Bubo's world, these two levels are not much more daunting than the first 13. You would have thought a Machine Activated Guardian could come up with something more challenging than this, but apparently not! Still, Erny comes next and he promises to provide a bit more fun and entertainment so don't get cocky. Instead, keep trying out the little tricks and become one with your Zeerom. D'ya think it's beginning to show that I haven't a clue what to write about? Yep, I thought it was! Any power-ups that you have collected from earlier levels, might as well be used over the next two, as you can't carry them forward between rounds. So, if you find yourself in a bit of bother, or just what a bit of fun, use them up. The stop brick, destroyer and joker are all extremely useful.

There's all sorts of bricks in Vital Light, most of which I've already talked about, but there's one particularly nasty type that I've saved until now. The two blocker. These look harmless enough and in a way are, after all, it doesn't take much to get rid of them. The tricky thing about them though, is not their size, but their speed. Most of them fall very quickly and you have to be quick across the track if you want to destroy them before they hit the protective barrier.

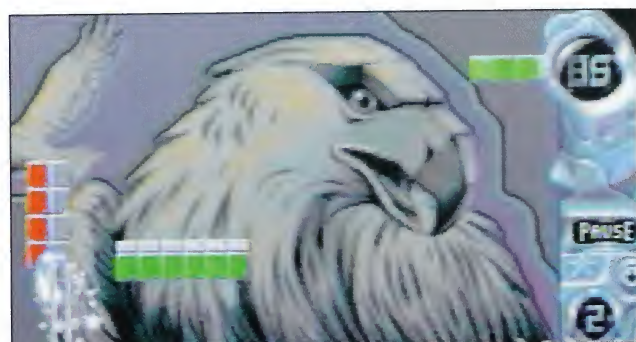
LEVEL 14 →

Okay, it looks daunting, but it's nothing a good serious gaming veteran can't polish off. So, there's a great wall of blocks hurtling towards you, what are ya, a man, or a mouse. Just pretend you're at the Alamo and start blasting away. If you are quick changing the colour the paint cannon is firing and nimble with your control of Zeerom, you'll have no problem. Just start on the right hand side of the screen and work left, destroying everything as you go. Just watch out for a few, fast, two blockers that appear half way through and you'll be home and dry in one piece.



LEVEL 14 →

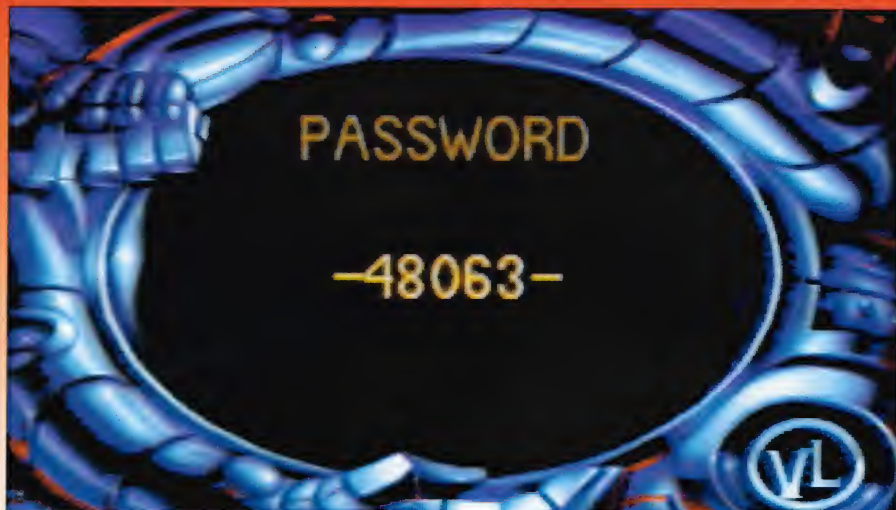
Hopefully all that practice with the Spuch Brothers will pay off on this level. Rows of blocks appear almost simultaneously on the right and left hand side of the screen and only with the bros' help will you come outta this alive. Do as much damage as you can on one side, then zoom across to the other and do the same there. After a while the action will change to the middle of the screen and from here on in, the round is all but over. At one point a whole string of yellow two blockers will come speeding down towards you. Try to take them out quick, but if you don't reckon you can get 'em all, don't bother wasting time, just limit the damage by going for the one's you know you can get.



BONUSES and NASTY SURPRISES



A speed power-up that'll help Zeerom get across that track like he was on skates.

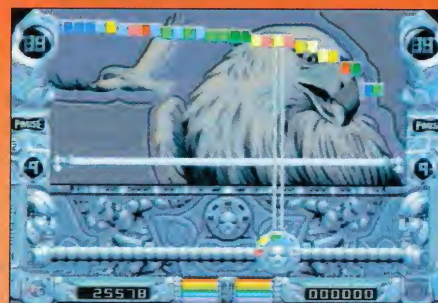
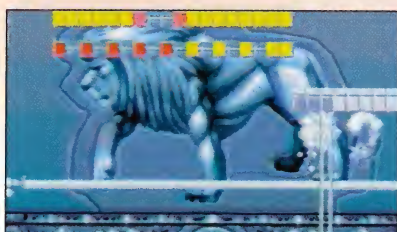


Okay, it's not much of a power-up, or bonus, but it's a welcome sight when you get there, believe me!

things to watch out for

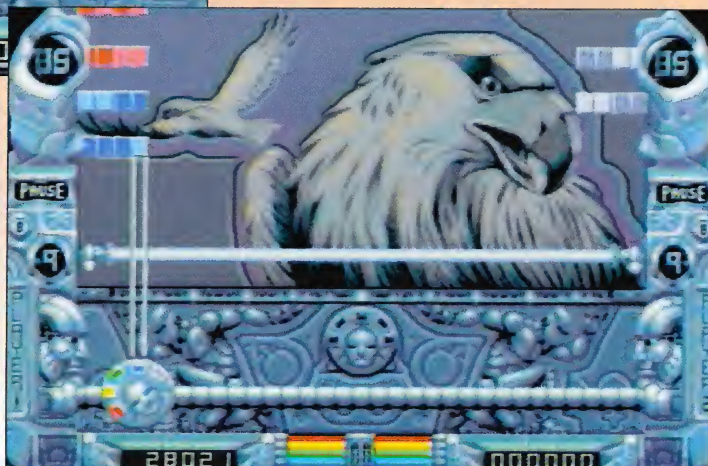


A rare action shot as Zeerom lays into the bricks with a vengeance. Note the two tone bricks still making a nuisance of themselves.



(Above)
Level 14 shows Erny means business and you'll have to be quick to get this little lot.

Spuch brothers rule in level 15. If it wasn't for them, there's no way Zeerom could get across from side to side in time for this batch of bricks.



erny's world

Round 3

Password: 48063

W

ell, that's Bubo outta the way, now it's on to Erny. Surely he can't be as puffy as Bubo? Nope, five minutes of this round and you'll soon realise he ain't. In fact there's quite a marked difference between the two and if you think this round is gonna be a walkover, you'd better think again right now.

Quick thinking, fast firing and nimble control are all needed by the bucket load if you wanna beat the foxy, cunning Erny.

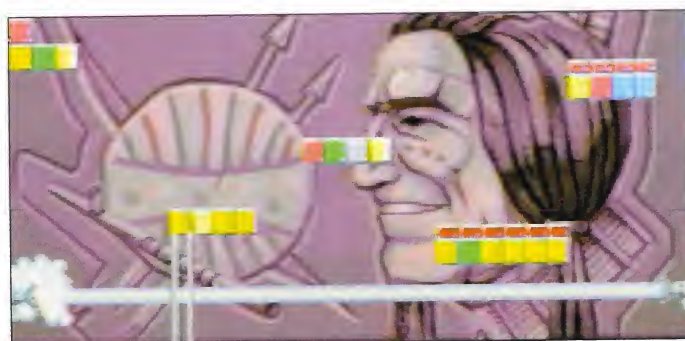
On this round and from here on in, power-ups are an essential ingredient to success. Use them wisely and make sure that if you do use them, you use them to their best effect. It's also important to make sure you shoot all the bonuses and power-ups that fly along, as you need to keep your stock up. Try and shoot them early when it's safe, but even if you have to let one, or two blocks hit the protective barrier, it's still worth trying to get them.

This round, or should I say Erny, also introduces us to a few more of the sneaky, underhand tactics that the Mags have at their disposal to try and thwart any attempt at beating them. Most noticeably, we come across T-Rexert for the first time. This pesky little machine trundles up and down the track, trying to knock Zeerom of course. A few hits to the nuts and bolts will soon see him squealing in pain and disappearing amidst a big explosion. The hardest part about this round though, is the fact that the number of blocks and the speed with which they fall is frightening to say the least. Still, we're no chickens, so in with the game!

16 →

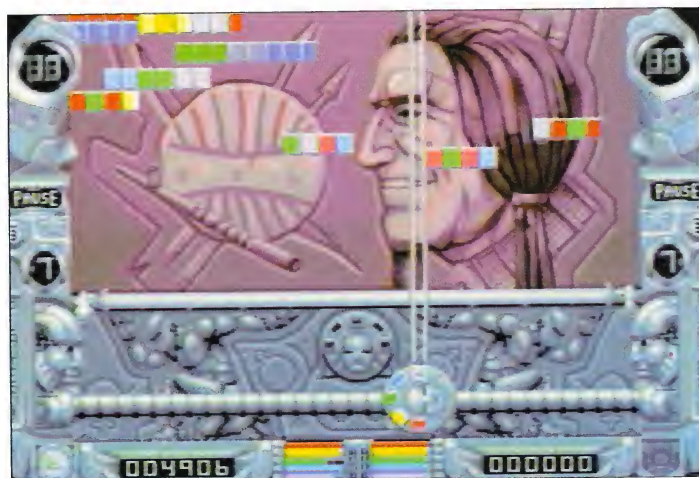
One quick tip, as soon as the level starts, change Zeerom to red. The first thing you'll see is a row of yellow bricks, but it's a two tone block and shoot the red asap. This will give you a little head start over Erny and, believe me, you're gonna need it. It's unlikely you'll have a perfect round, there's so many blocks falling some are bound to slip through, but keep firing and you might get through.

It's important from now on in, to be as speedy as possible from place to place, no dawdling allowed. So get your skates on and remember, may the power of the Spuch Brothers be with you!



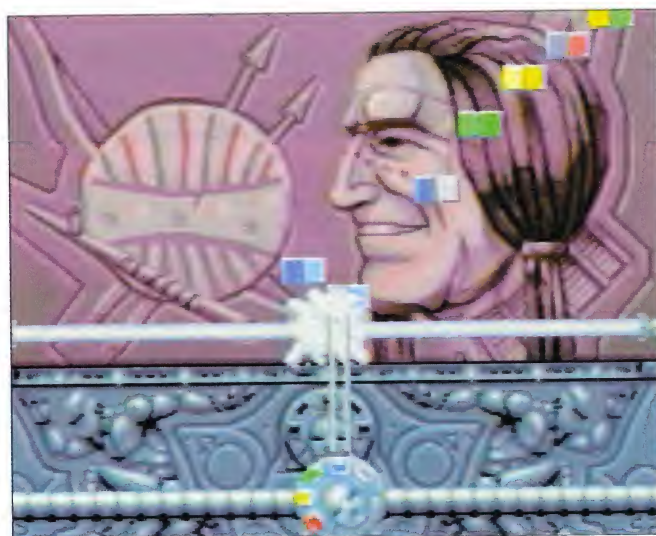
LEVEL 17 →

A big, cheery hello for T-Rexert, he's making his debut so please, show a bit of respect and if he makes a nervous start, don't be too hasty to dispel him. Alternatively, you could just give him a kick up the knackers yard and destroy him before he gets in your way. He appears on the left hand side of the screen and makes his way slowly towards you. Ignore him until you need to get past and then a few short drop kicks and he'll be off. Generally everything else on this level we've seen before, you know the biz, two tone blocks, big slow rows, small fast ones. Just do whatever you've been doing up until now and you should be a-okay.



LEVEL 18 →

Another debut, this time it's the turn of Mr Kaleidoscope brick. Yep, he's a colourful chap who just loves to dress up in all sorts of different colours. With this type of brick, you have to change the colour of a moving block. It'll move from right to left of a row and you have to time your shot perfectly to hit it. There's quite a few of these on here and it's important to try and get them first time, if you miss, it can be extremely costly with time.



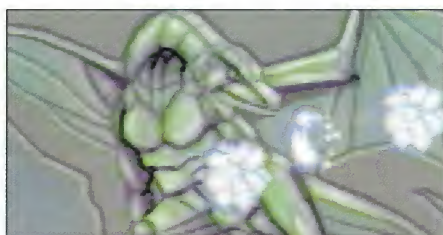
.....

er ny

A silent, snake like character, Erny's tight lip hides a cunning and dangerous opponent. Full of sneaky, under-hand tricks, Erny has a poisonous forked tongue that can cause all sorts of trouble. Stay out of its way and you should be fine.



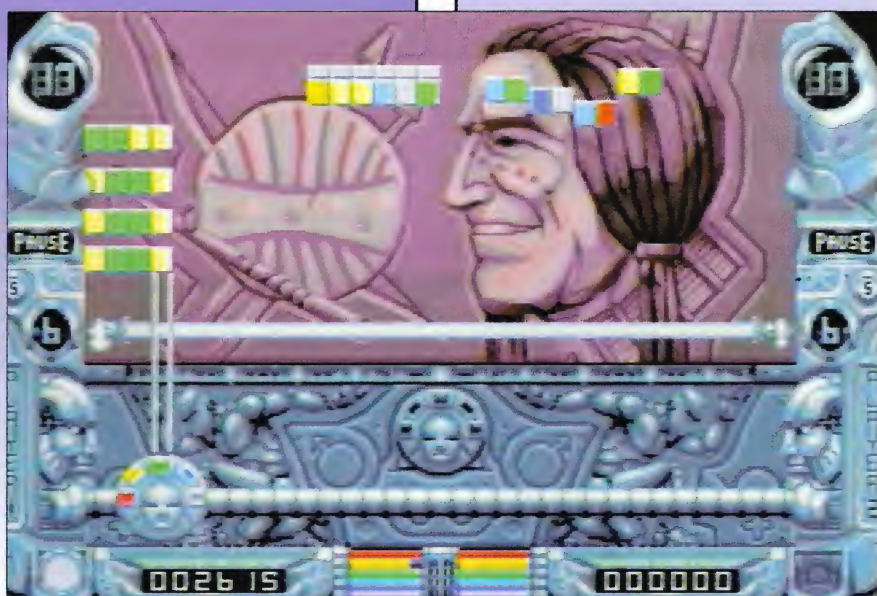
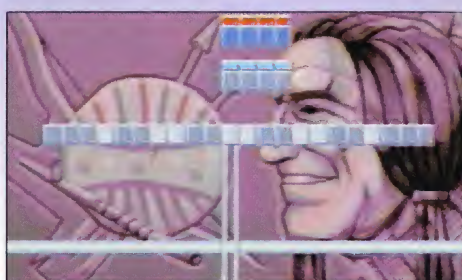
Erny is as cunning as a fox, (as ugly as one too) so you have to be ready for anything whilst he's up top throwing the bricks.



things to watch out for

Level 17 throws up, or down, more surprises for poor old Zeerom. Rows of bricks stacked on end like this are a constant bane, if you can use a joker on them.

A grey object, as thick as brick, looms before you, could it be John Major?



BONUSES and NASTY SURPRISES



There's a few walls about on these levels, so be ready with some extra power for Zeerom.



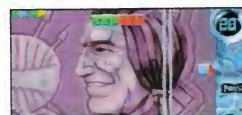
Another speed boost, how boring! Where's the destroyers? Or the jokers, they're much more fun!



Looking at all the bricks falling on level 17, that 'stop clock' power-up is gonna come in useful.

.....

Erny's world



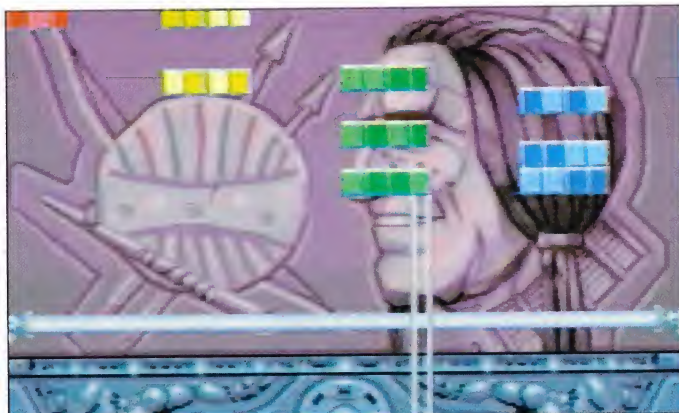
Oh my, my my! How things have changed since the good ol' days of Bubo. No more straightforward, easy levels, with lots of nice regular bricks. Oh no! Erny is more into his Kaleidoscope and two tone ones. Whilst this makes the game a bit more challenging and exhilarating, it also makes it BLOODY hard.

Players are gonna have to be hot n the shooting in this round of levels as the kaleidoscope bricks require some sharp shooting. The thing to try and do is get one step ahead of the moving colour and zap it ad soon as it comes into range. Not only will this make sure you get the right target, but if the colour has to be hit twice (as is quite often the case) this gives you time to do just that.

LEVEL 19 →

One of the easiest levels since the early ones, level 19 can still throw up a surprise, or two. First watch the rows of four bricks that come down at the start. They're pretty straightforward to destroy, but you have to be quick across the screen. The Spuch Bros are the key!

The real thing to look out for on this level though, is the kaleidoscope bricks that follow. There's quite a few of them to contend with, but don't let this rush you. If you go in with your paint cannon blazing a technicolour trail, you'll only get yourself in a mess. Stay calm and steadily pick them of, one at a time.



LEVEL 20 →

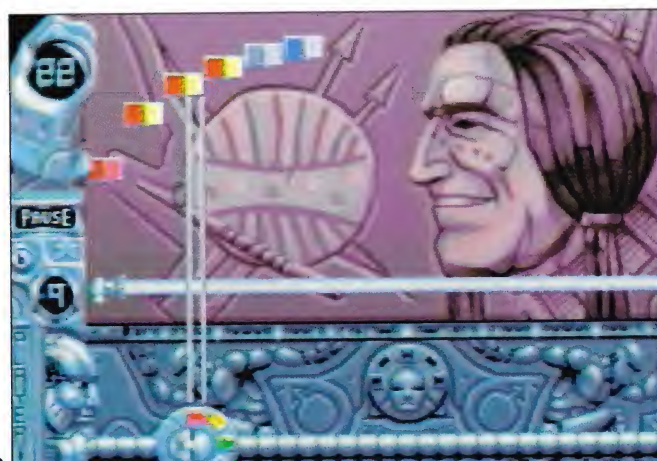


Quite a tense level this one, no time to sit back and relax. There's some tricky two tone blocks two watch out for at the beginning of the level, but they soon make way for some even harder Kaleidoscope ones. One steady shot is all that's needed to dispose of these though, and if your aim is true, there should be few problems.

LEVEL 21 →

Okay, Erny's getting a bit sneaky now, so vigilance is needed on this level. Most of the bricks come flying down on either side of the screen, so firstly keep a watch on the other side to where your at, otherwise some blocks can slip past without you noticing. Second, use the Spuch brothers as much as possible, otherwise you'll take too long to get from side to side.

A stop brick, or joker power-up (hopefully collected on the last level) come in useful.



LEVEL 22 →

Another demon level as Erny throws everything at you in the last level of this round. There's a nasty, long Kaleidoscope block at the beginning of the level and it's important to try and get rid of this as quick as poss, otherwise you'll be battling against the odds.

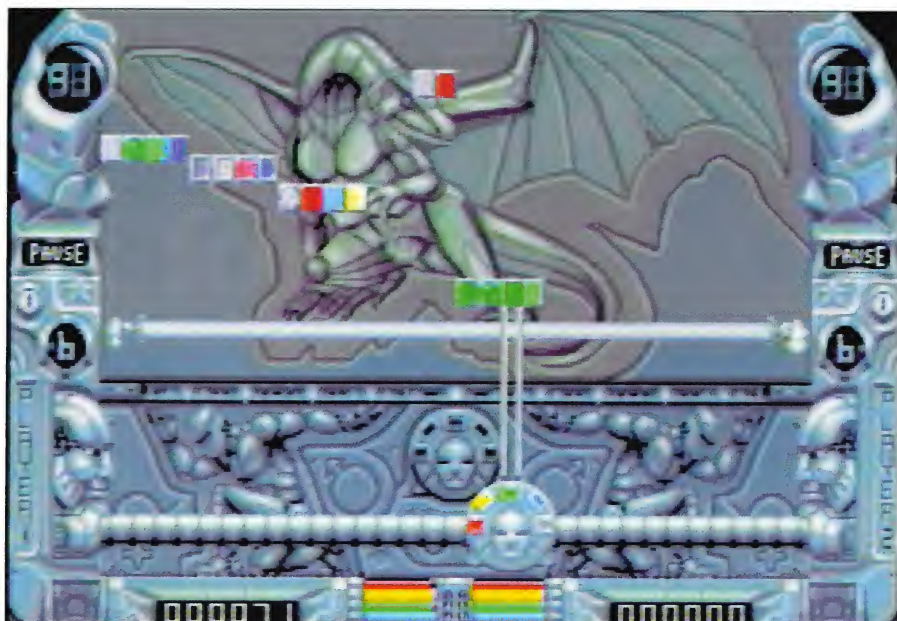
Things can easily get on top of you on this level, the sheer number of bricks is quite awesome, so if you feel you're losing it, don't be afraid to let rip with a joker power-up. Hopefully, that will see you through to the end safely and that's Erny dealt with!



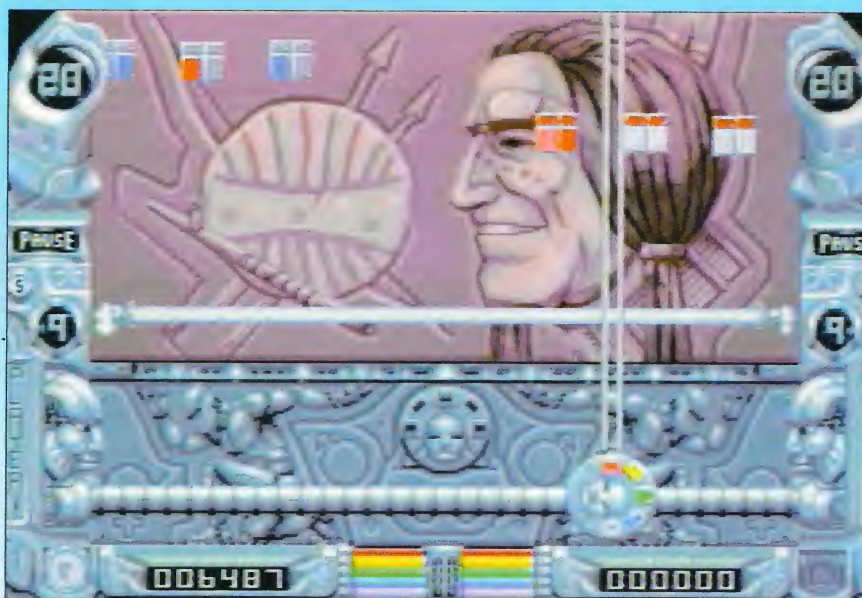
BONUSES and NASTY SURPRISES



Go for Green. This handy power-up will change all the bricks on screen green, making them easy meat for Zeerom.

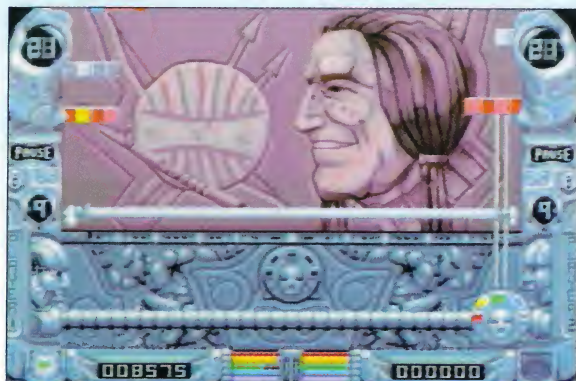


things to watch out for



Level 22 causes some trouble when a long line of fast, two blockers start to fall. try and get to the right hand side of the screen and work left.

The kaleidoscope bricks can cause real trouble and are quite time consuming. Just be patient and make sure every shot counts.



Erny's somewhat predictable trick of sending bricks down on opposite sides of the screen. Just use the Spuch Brothers and you shouldn't have too much trouble getting through this level. Note the green bar at the bottom though. It's getting a bit low, players will have to watch this, running out can be deadly.



levels 23 - 25

Password - 50083

Erny world

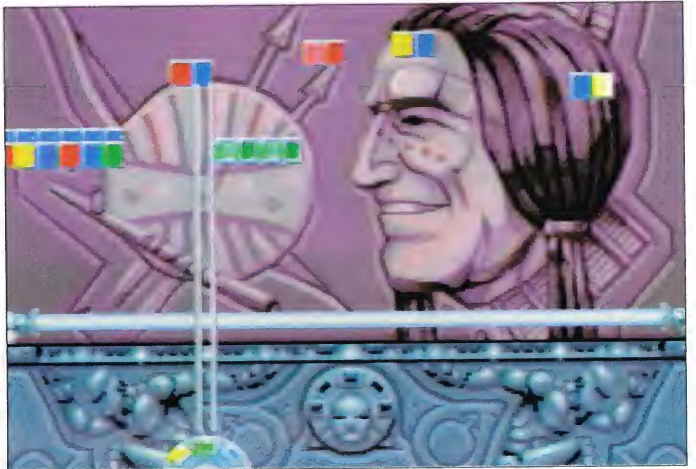
W

ell Erny sure is making life tough, if only everything was as easy as our mate Bubo. I'd swap him for ten of Erny and his kind. Still, this is our lot and we've got to make the most of it. Round four is a challenging one and introduces us to some of the more sinister tactics the Mags use to defeat any bold attempt at conquering Vital Light. Whether it's the sinister spheres that blow holes in the track, or T-Rexert, the winding, grinding machine that tries to bump you off the track, they both add a dastardly element to the game.

The levels in round five are an interesting mixture, they seem to alternate between average and nigh on impossible. The important thing is to get through the easy ones collecting as many power-ups as you can and use them for the hard ones. This will give you a slim chance of making it through with your Zeerom still intact.

LEVEL 23 →

Okay, this is getting ridiculous. How the hell can anyone do this? It's absolute madness! Still, you know what they say about practice makes perfect. Level 23 is a toughy and only goes to prove that Erny is a wily old fox. First thing you have to watch out for is some fast two blockers on the right hand side. You have to be quick with these otherwise you're facing an uphill struggle throughout the remainder of the level. After these watch out for some tricky kaleidoscope blocks about half way through the level.

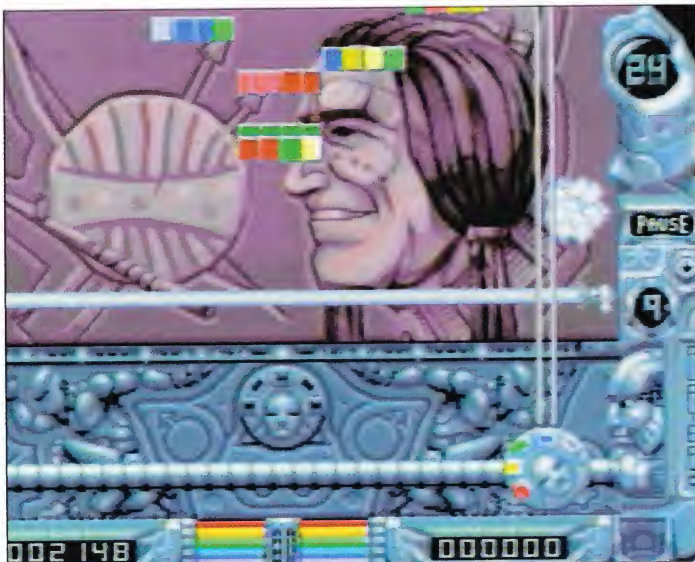


LEVEL 24 →

A welcome respite from the action, Level 24 provides a perfect time to catch a breather. Apart from an awkward T-Rexert at the beginning, there's very little to cause any trouble here. Keep your head and watch your blue paint and this is a welcome doddle. The last thing I expected from Erny!

LEVEL 25 →

Ah ha! this is more like what we expect from Erny, Level 25 is as hard as rock. The problem is not trying to zoom from one side of the screen to the other, nor the speed with which the blocks fall, but the sheer weight of them. They all come down the middle of the screen, but there's so many rows that it's damn hard to destroy them all in time. You only have to miss one and you've had it. Swift firing and some skillful control of Zeerom are needed. Also watch out for another pesky T-Rexert, get rid of it quick, or perish under a hail of blocks! By the way, there's a joker power-up flying about and it can prove a godsend on this level.

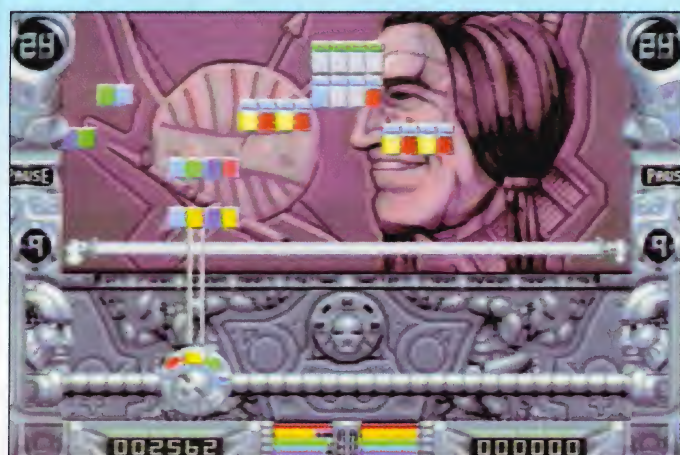


things to watch out for



Right at the start of level 23, these blocks will come speeding towards you. As soon as the level starts go to the right hand edge of the screen and get Zeerom on red paint. When they show, you'll be ready and can blast 'em outta the sky before they cause any trouble.

Two tone bricks by the house full. Watch the bricks on the outside though, they'll pelt down and if you hesitate you'll miss 'em.



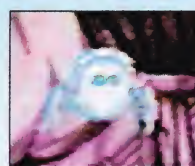
BONUSES and NASTY SURPRISES



Bonuses galore on these few levels and it all starts with a power power-up. This beauty will help you take out the awkward T-Rexert that haunts these levels.



Ah ha! Here's the very chap. T-Rexert, younger brother of TQX MOWYX (honestly, that's his name!). This metallic mincer has to be shoved off the screen by Zeerom.

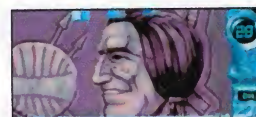


T-Rexert again. He'll slip onto the track whilst you're not looking and slowly creep up on you.

A destroyer power-up flapping in the wind.



Erny world

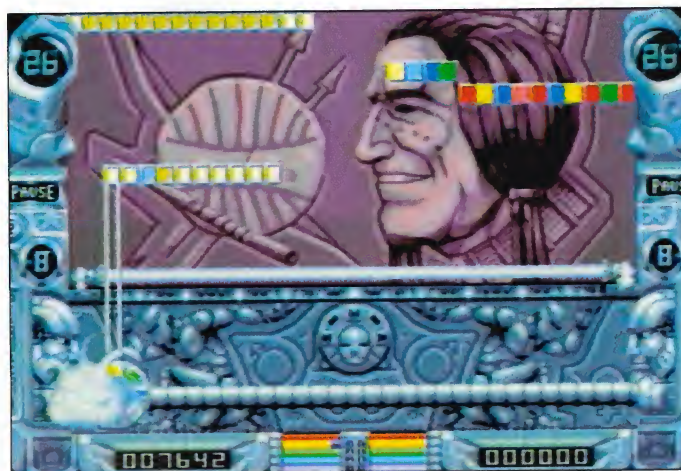


I don't know what to make of this Erny, some of his levels are easy, whilst others border on the impossible. I'm sure he just lulls you into a false sense of security before letting rip with every little trick in the book. That's why you can never take anything for granted over these next few levels. Never think you're home and dry, as there's bound to be something he's holding back and will let loose on you at any moment. Stay extra vigilant and keep that finger on the fire button.

LEVEL 26 →

If you can withstand the early onslaught, then this level should be fairly simple to get through. As soon as you start get ready on the green paint as a storm of fast two blockers come raining down on top of you. Be fast and sure on the trigger, making sure every shot counts and then moving on to the next target. If you go to the left of the screen before the level starts, you'll be in the best position possible.

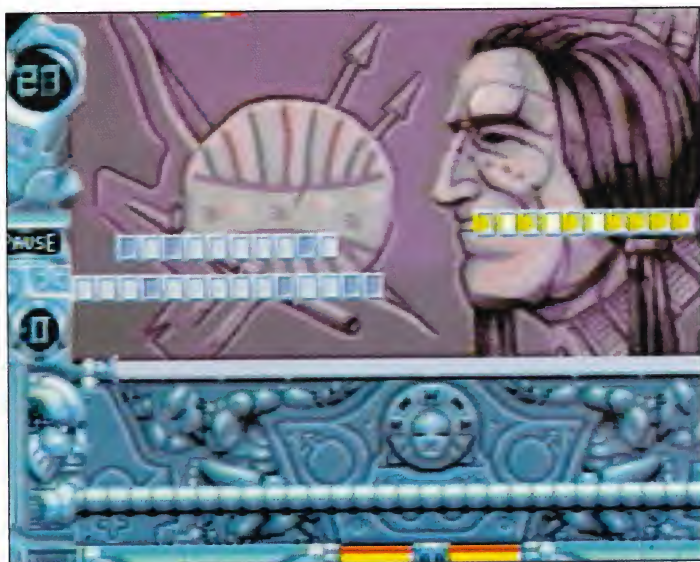
Once you've survived this harrowing ordeal, the rest of the level should be gravy. The only notable problem you might come across is the kaleidoscope blocks, but even they're not too hard, for a change!



LEVEL 27 →

Just in case you were beginning to think Erny had gone soft, he throws in a belter of a level. This one is hard to crack and even the best Vital Light players will have trouble on this one! The trouble starts whilst you're busy trying to take out the kaleidoscope bricks. You get so engrossed and so tangled up in 'em, that you barely have time to think when all of a sudden, the heavens open up, and down come some more of those bloody two blockers. Bearing down on you faster than a exocet, you have to be mega quick getting Zeerom across the track and on the right colour if you want to take 'em out. Of course, if you do try to take them out, the kaleidoscope bricks happily wind their way down and land on the protective barrier. See what I mean? Tricky ain't the word for it!

The only real tip to success on such a level is get a joker, or destroyer ready and nuke some brick ass!

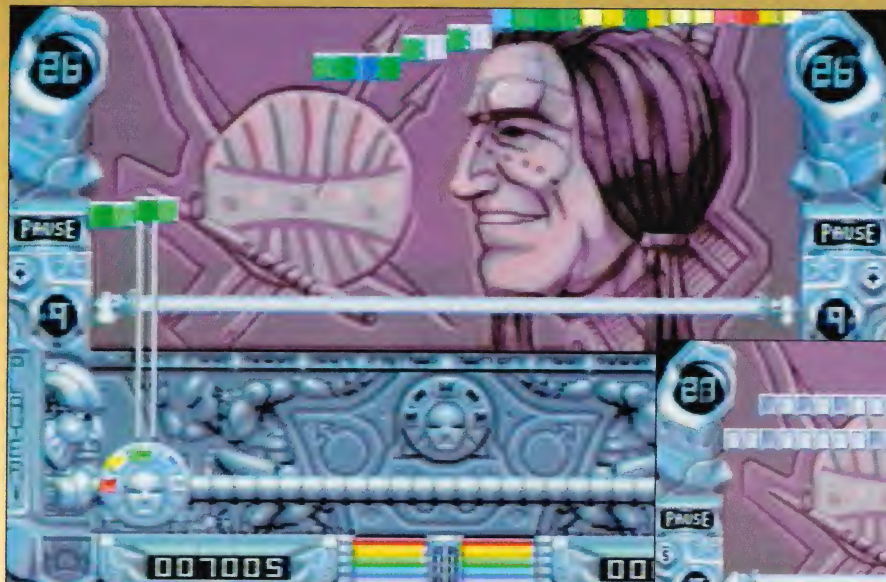


LEVEL 28 →

Right, another toughy this one. Erny uses the now predictable, but still frightening tactic of throwing bricks down on opposites sides of the screen, meaning you have to rush from one side to the other constantly through level 28. On the left side the blocks are mostly slow moving kaleidoscopes, which don't pose to much of a problem. However, the fast two blockers that keep raining down on the right hand side are. The best idea is to concentrate on the kaleidoscope bricks, whilst keeping on eye on the right hand side. Whenever you see any bricks starting to fall, use uncle Spuchy and you'll get through safely.

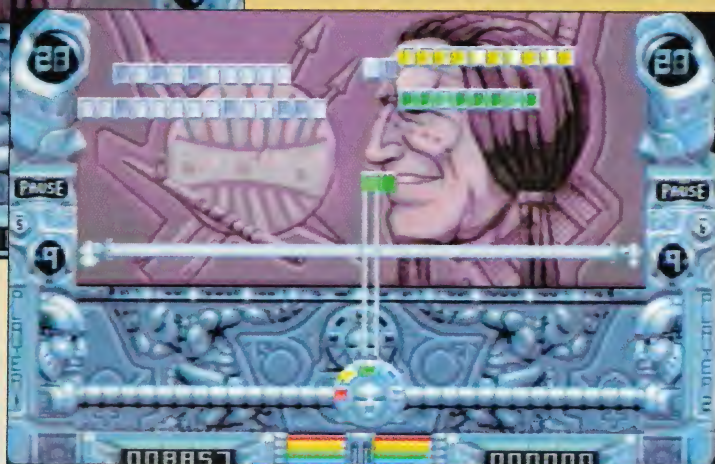


things to watch out for

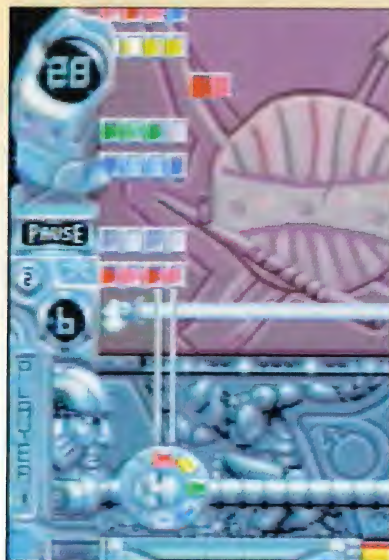


Just after the start on 26, this frightening sight hits you. The heavens open up and a whole line of bricks start to fall. Take out the fast ones first and then casually pick off the slow, trundling ones making up the rear.

Kaleidoscope bricks obscure our red Indian friends cheeky grin. These move slowly, so just take your time and don't go shooting wildly.



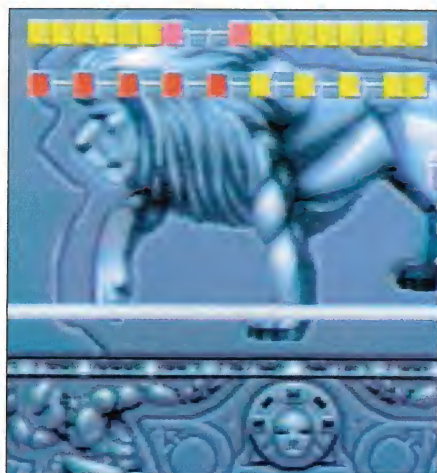
Whilst you're taking these bricks out on level 28, Erny will compound your problem by sending down some fast two blockers.



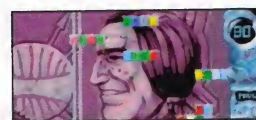
BONUSES and NASTY SURPRISES



T-Rexert makes another impromptu appearance on level 26. To get rid of him quickly go right and use the Spuch brother to smash Zeerom into him.



erny world



kay, do you want the good news, or the bad news. Personally I always like to have the bad news first, but for the sake of journalism (is that what you call it? -ed) I'll do it the other way around. The good news is that this is the last we'll be seeing of Erny and his eternally painful antics in the Vital Light arena. The bad news is, that there's still Nick, Jake and Coll to go. And, believe me, these guys make Erny look like a wimp. Fortunately my contract doesn't cover me putting my life on the line, so I've cunningly wangled my way out of having to tell you anything about them. Still, I'm a kind hearted chap and you'll find some handy hints on how to take on these geezers later in the mag.

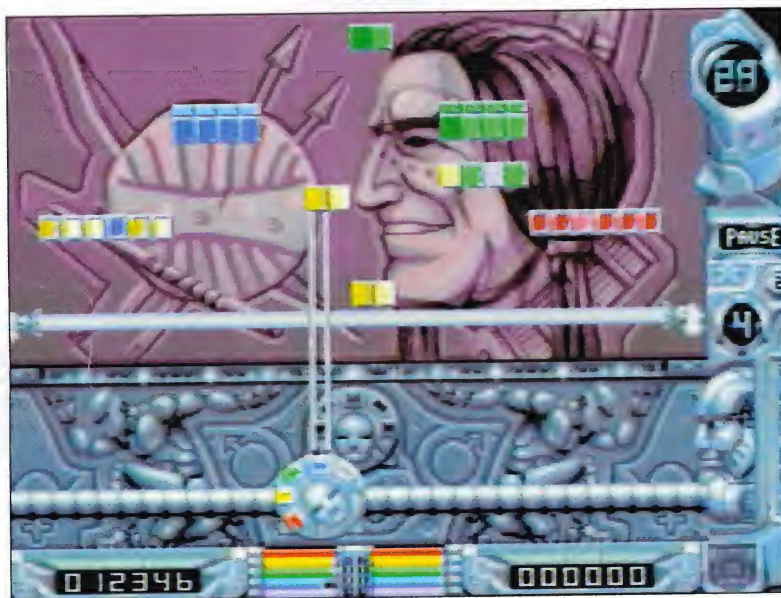
As for the last of Erny, well, what can I say? He's up to his usual tricks and you'll have to be as quick-thinking as he, if you want to get to those later rounds we've been talking about

LEVEL 29

Zeerom control is the key to success on this level. Only with some deft control of our paint splashing buddy will you be able to get through this extremely hard level. As soon as the level starts bricks pelt down towards you in all sorts of colours and all sorts of sizes. Only some fast changing of paint, some skillful positioning and hot shot firing will get you through in one piece.

Once the initial onslaught has dried up a bit, you'll notice several kaleidoscope bricks coming down the left hand side. Patiently pick these off, but keep a wary eye on the right hand side. Erny waits until he thinks he's got you engrossed and then lets some sneaky two blockers rip down this side. When you see them coming down, use the Spuch brother to zip you across in a flash and you should have ample time to deal with things. Then zip back, using the other Spuch brothers and you should be able to lick this level. Although, what you'd want to lick it for, I don't know?

There's a power-up that flies around, but it's not essential to your needs on this level and you might be better of leaving it be, for a change.



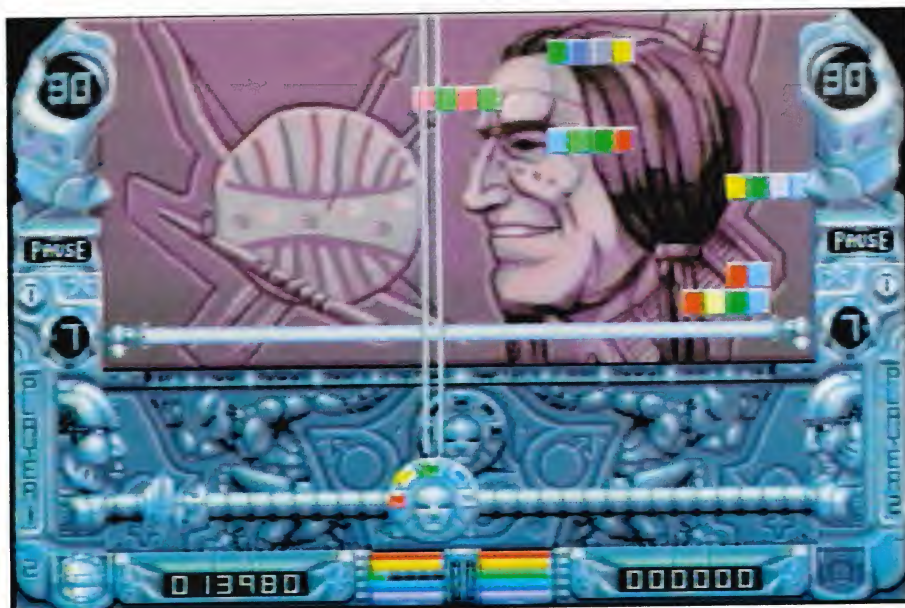
LEVEL 30

For our mate Erny's last level, this is uncharacteristically easy. Ha! Just kidding, it's another hard one, well what else did you expect? To start with, there's two, yes two, T-Rexerts to contend with. These nasty, vicious things, crawl along the track whilst you're battling the bricks and try to throw you off. There's two ways of getting rid of them, although they're both the same really. Oh God, it's getting late and I'm talking rubbish again! What I mean is, you can either just nudge into them several times and they should blow up, or, alternatively, you use a power-up and one knock from Zeerom should see them off.

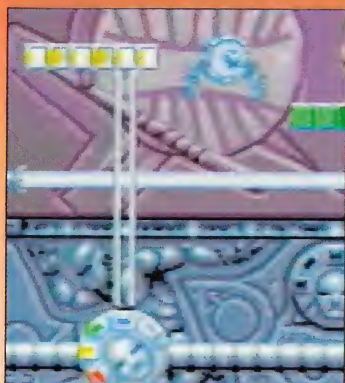
As if having to contend with them was bad enough, Erny also chucks just about everything he has upstairs down on you. Bricks fly at you from the left, from the right and yep, you guessed, from the centre too. Blast away and keep moving. You haven't got

time to stop for anything, literally every sot has to hit the mark, because you haven't got time to stand around and take another.

Be warned. Just when you think you've ridden the storm and Erny is running out of bricks to chuck at you, bang, there's a bloody thunderstorm of them. When you come to a short lull in the action, move to the right hand side of the screen. This is where they hit first, so be ready.

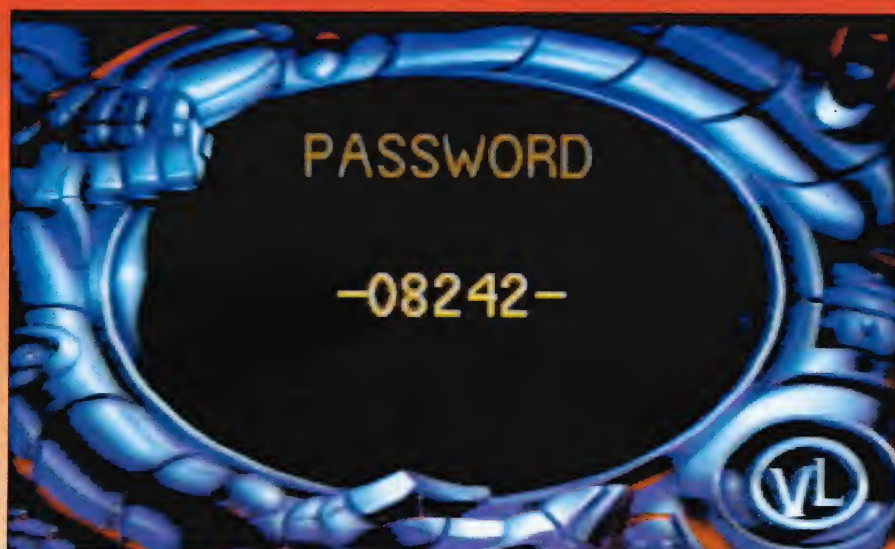


BONUSES and NASTY SURPRISES

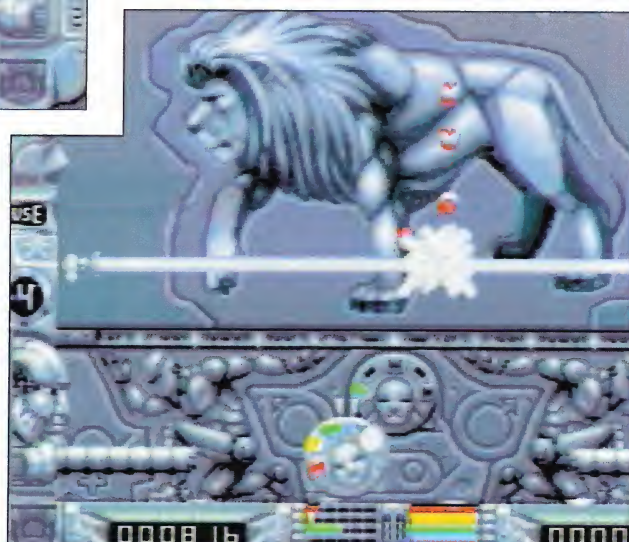
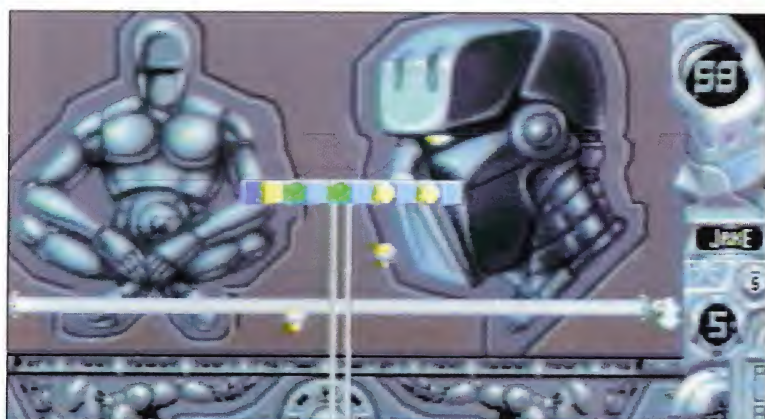
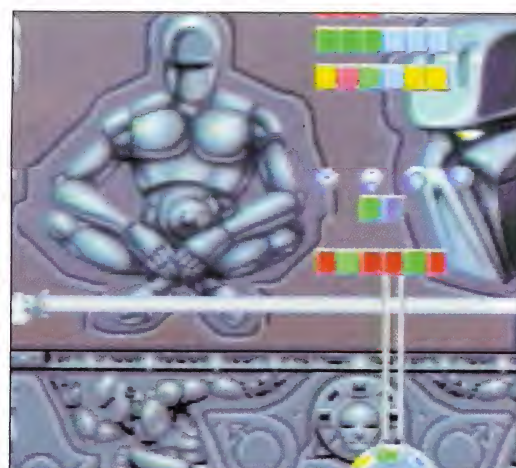
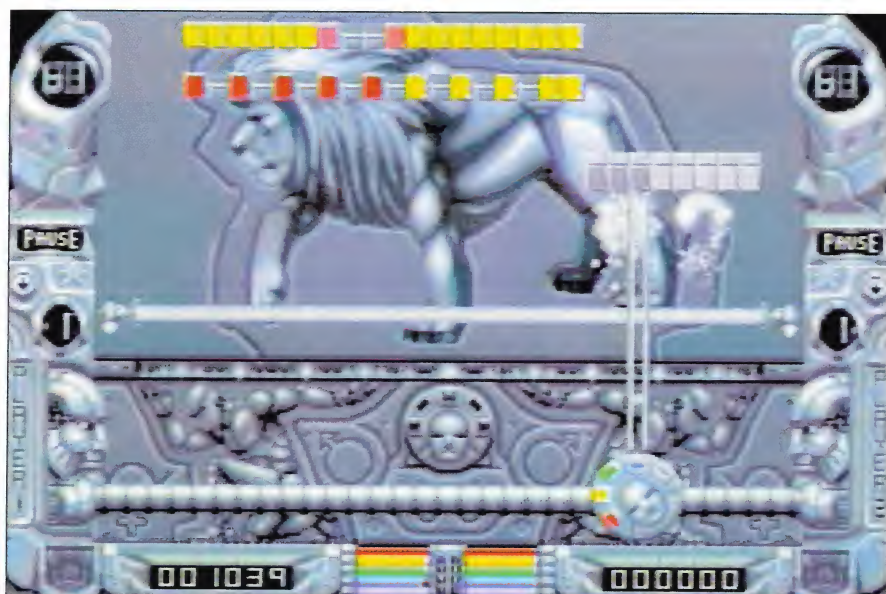


Another power-up. Quite often it's hard to make out what they are, but they all come in useful, so get 'em anyway.

(Right) Zeerom runs away in fright as T-Rexert makes yet another bloody showing. I don't know about you, but I'm getting really fed up with this thing! If I never see one again, it'll be too soon!



Well, we can only show you a T-Rexert so many times, can't we?



two player game

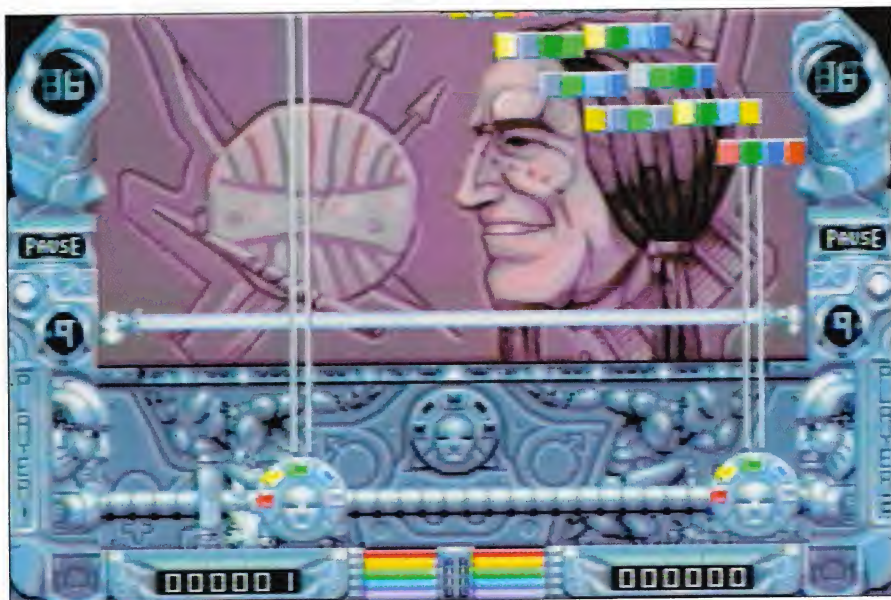
Let's face it, Vital Light in one player mode is as hard as Miles' head. And that's hard! So, the two player game is, without doubt, the best way to play this game.

Don't be fooled though, the two player game is not made up of the same levels as the one player. Oh no, that would be far too easy. Instead they're completely new levels and no matter how good players are, they'll still find plenty of challenge in this awesome game.

The key to a successful two player game is co-operation. Say it with me, Co ..op ..er .. at .. ion. Only by working together will you be able to defeat the evil Mags and discover the secret behind their existence.

Okay, so both players have a score tally that they can build up, but this game is not about points, it's about levels. So, don't go fighting each other and trying to compete for the highest score, it really doesn't matter. Just stick your heads together and work towards the ultimate goal.

When I say co-operation, I mean it. There's no point players just going about their business, assuming the other player is doing their share of the work. You have to talk to each other and communicate. Especially when bricks start flying down the middle of the screen. It's easy for one player to start painting a row of bricks one colour, whilst the other player is painting it another, so talk to each other and make sure you're working together and not against each other.



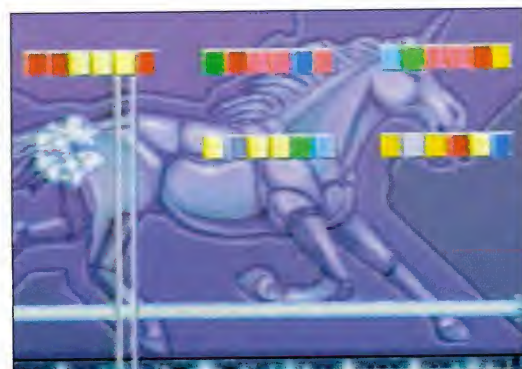
competition mode



If you and a friend are adamant to take each other on in a head-to-head contest, Vital Light offers the Competition mode. Both players have 99 seconds to score as many points as possible, with the winner, rather predictably, the player with the most.

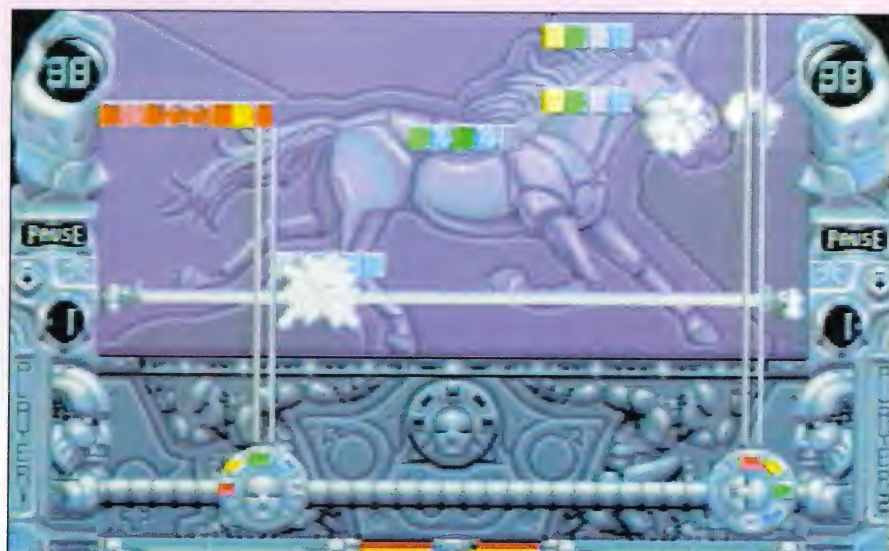
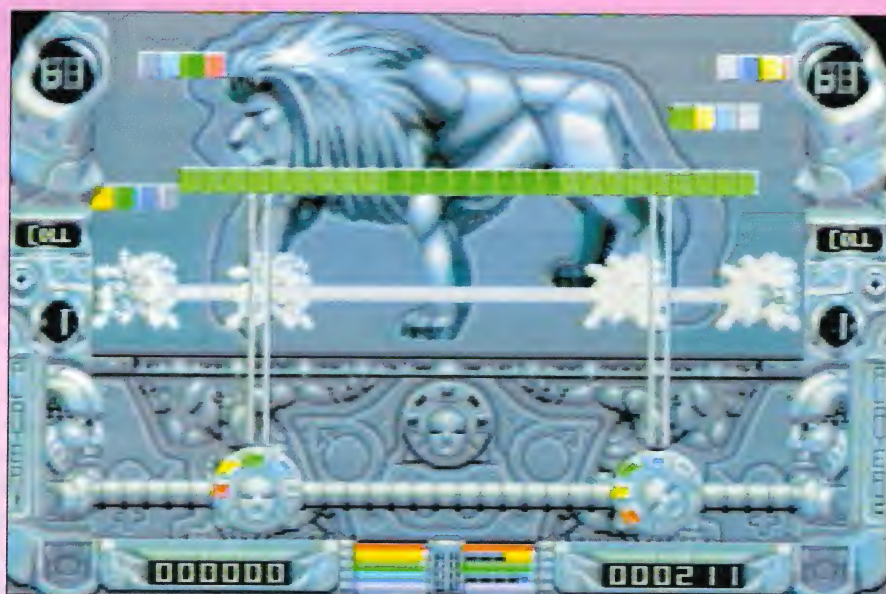
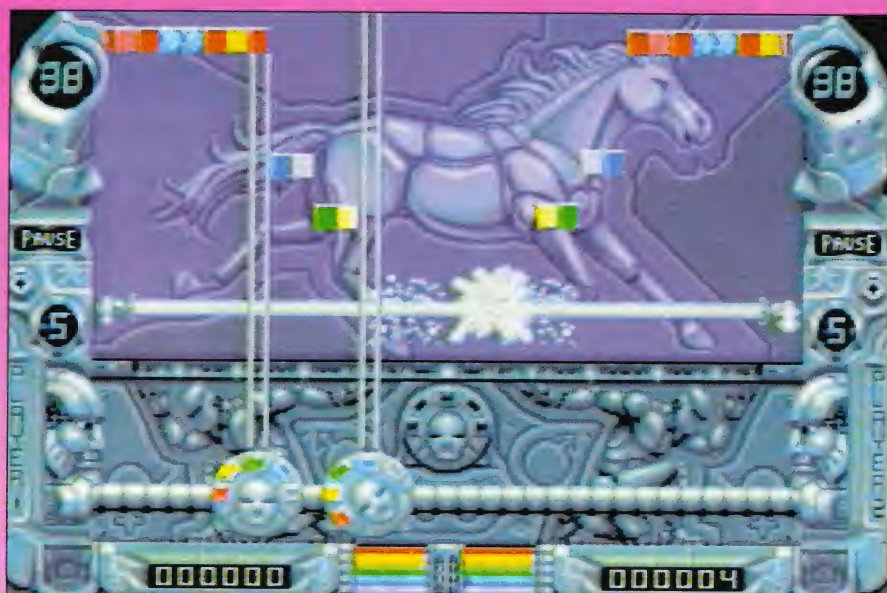
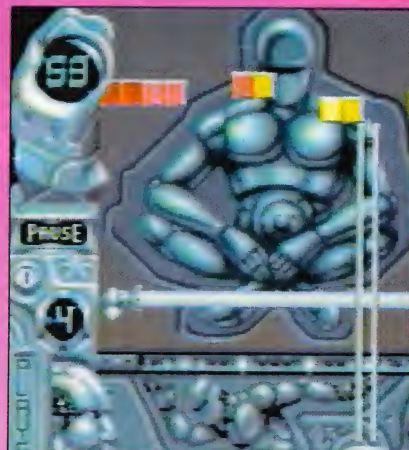
Points are awarded for the following actions

- 1) Hitting the other player
- 2) Using a power-up
- 3) Destroying bricks
- 4) shooting Zeerom



The competition game also features some new, and pretty cool power-ups as well. These include; the time off, which switches the timer off for about five seconds, Triple score, which triples all the points a player scores for a random length of time, Energy, recharges Zeeroms battery, Wall, makes a protective barrier you can hide behind, Bomb, sets a bomb ticking on the track and, finally, Massive attack, which sends out a death ray from wherever you are.

There's also a shield players can activate by simply pressing the fire button three times. This can be used to knock the opponent out of his stride, or steal points from him. once activated this power-up lasts for about three seconds.



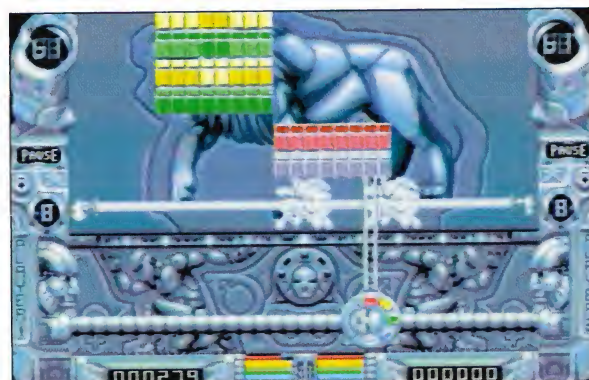
W

ell, we've seen you through to the last four rounds, but from here on in it's all up to you. Except for the following advanced techniques for the pros, you're just gonna have to figure the finish out for your selves.



zeerom rotation

One thing that players are gonna have to get accustomed to, is rotating the cannon quickly. As you've probably already noticed, working your way through the levels, speed at changing the paint colour is essential for success. Now practice, as they say, makes perfect, but there's a few cunning tricks that all the practice in the world can't beat. First, when you've got to get to a colour on the other side of the cannon, instead of painstakingly rotating one by one through the full spectrum of colours, go the opposite way and it'll immediately zip to the far side colour.



spuch brothers

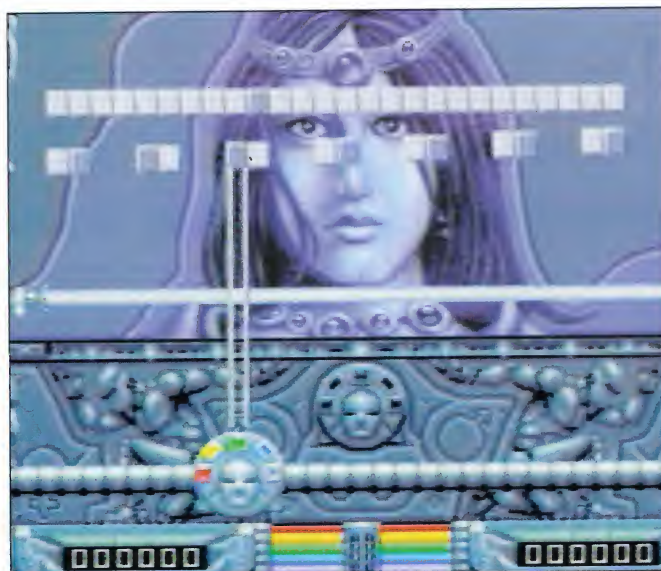
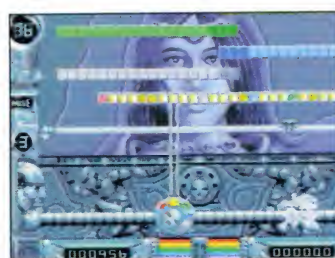
On each end of the track, two old farts can be seen sitting around huffing and blowing. These two geezers come in handy when you want to get from one end of the track to the other quickly. Just go left, or right into them and then tap once in the opposite direction you want to go. They'll then blow you straight across to the other side.

When a section of track has been blown up, these old gits also come in useful for getting you across safely. If you just try to slide across you'll lose a life. However, if they blow you across you'll fly over the broken section and get to the other side in one piece.

pa use

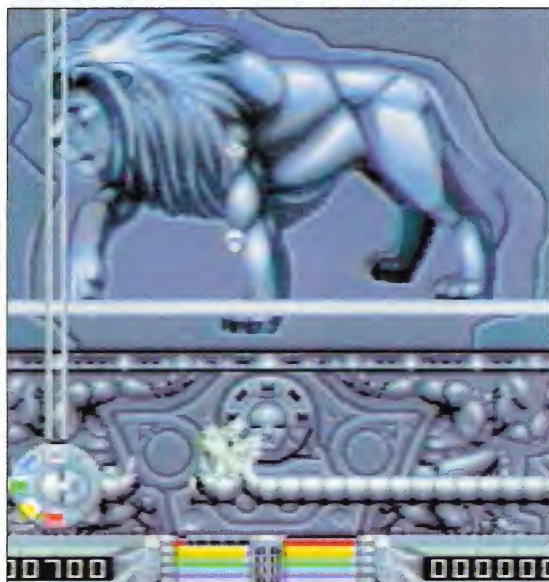
Now this might not seem like much of a cheat, but if you pause the game regularly, you can stop to see what is coming and work out your best plan.

During the game, especially on the later levels, blocks rain down like nobodies business and it is hard to see all that is going on. So, if you just pause the game every so often and take a look at what is happening all about you, you can work out a strategy that you otherwise haven't really got the time to do.



game play

Unlike Tetris, where each game and level is completely randomly generated, Vital Light runs to a pre-programmed pattern. Thus, the more you play and learn about a level, the easier it's gonna become as you know what is coming next, where you want to be and what colour paint you want ready.



paint or light rays

Paint is not limitless in Vital Light. Every time you squirt, you'll lose some and even though there's a slow refill, it's easy to end up with none left. Watch the bottom of the screen where a bar chart displays how much of each colour you have left. The best way to prevent running out is to make sure you don't stick to the same colour all the time. The game sometimes tempts you to do just this by throwing down rows of blocks that it'd be quickest to get rid of by using the same colour all the time. Be wary of this and, even if it takes more time, use a different colour occasionally.

brick

Seeing a huge row of fifteen, twenty bricks hurtling down towards you can put the frighteners up anybody, but it's important to stay calm. If you panic at all, you'll only end up painting something the wrong colour and in a bigger mess that you started in. Stay cool, decide which colour you're gonna paint it and then start from one end and work your way to the other. Try to remember that it doesn't matter how big it is anyway, it'll still only count as one hit if you can't destroy it in time.

A calm, clear thinking head is essential in Vital Light, especially when you're faced by a screen covered in falling bricks. In times like this it's important to prioritise the blocks and pick them off in order. If you're faced with two, or three small rows of bricks and one big one, don't waste time picking off the big one and missing the small ones as it doesn't matter how big a block is, it only counts as one hit. So, it's a lot safer to take out the small ones and leave the big ones.



W

ell, we've shown you how to get through the first two worlds, now you've just gotta battle your way through the last four! Yes, I said four. You were probably expecting three, Nick, Jake and Coll worlds, but a mega Mag has been so infuriated by your success that he's decided to take you on in the last few levels himself. This is how things go:

nick world

Nick takes over from Erny at the end of level 30 and commands Vital light through to level 45. He then makes something of a comeback from level 53 to 60. Nick is a crafty, cunning character, who likes to dazzle players with all sorts of tricks. Watch out for plenty of sinister spheres whilst he's running the show and expect lots of sneaky, underhand tactics.

With his sideways squint, Nick looks the devilish character he is to play against. He's not unbeatable though, and my top tip is to keep looking outta the corner of your eye.



jake

Jake the snake is the cool dude of the group. A trendy Mag, Jake plays fair as he thinks he's good enough to beat anybody without cheating.

This sounds fair enough, but unfortunately it's quite true. He's clever and will be one mean Mag to overcome.

Jake rules the Mag roost through levels 46 to 52 and again between 76 and 90. Expect lots of fast, long rows of bricks.



coll

The evil boss of the Vital Light sprites, Coll is a champion of this sport.

Few, if any can match him for his imaginative and original attack patterns. Expect lots of colour, plenty of mirror, kaleidoscope and traffic bricks and some nasty surprises.

Coll rules, with his one eye, from level 61 to 75.



johet

Johet is something of a surprise package in this game. Just when you think you've defeated all the Mags, he pops up and continues the challenge. If you connect with the Mags, you'll find out this dude is the tutors of the others and is the true champion of

Vital Light. No-one has ever beaten him, in fact, no one has ever even come close.

Expect every trick in the book from Johet, from traffic lights, connecting bricks, T-Rexerts and so on. Expect plenty of them as well. This is the hardest level on any game I've ever come across. Anyone who can complete it deserves a medal!



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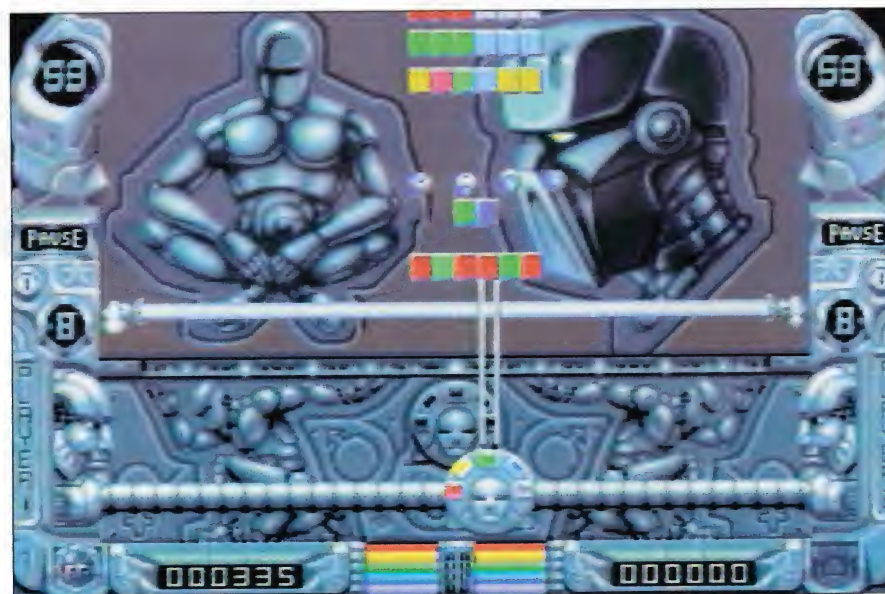
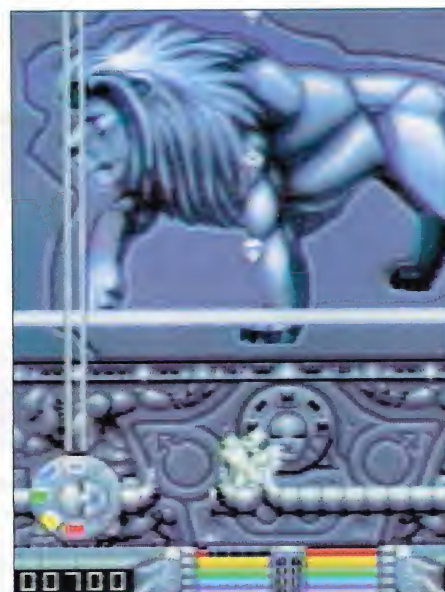
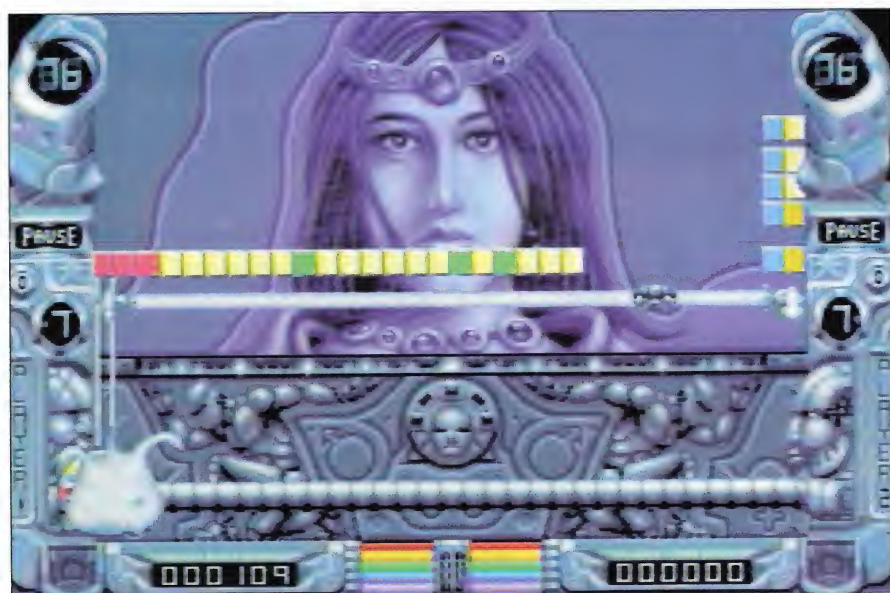
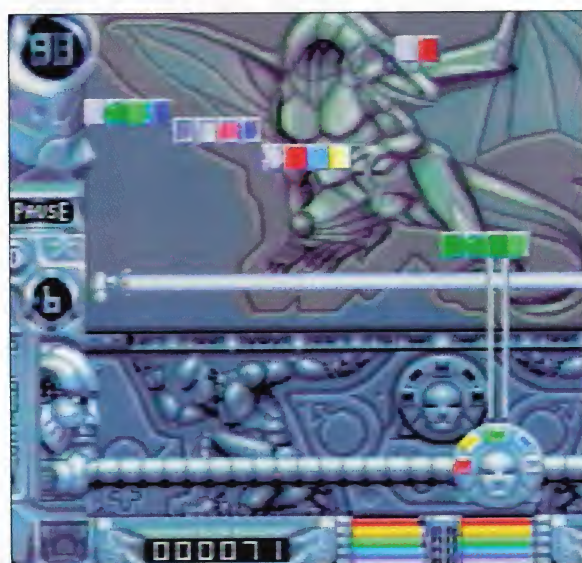
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46 - 52	13203	98224
53 - 60	14219	07703
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